

**BUILD CITIES.  
CHALLENGE THE GODS.  
BECOME A LEGEND.**



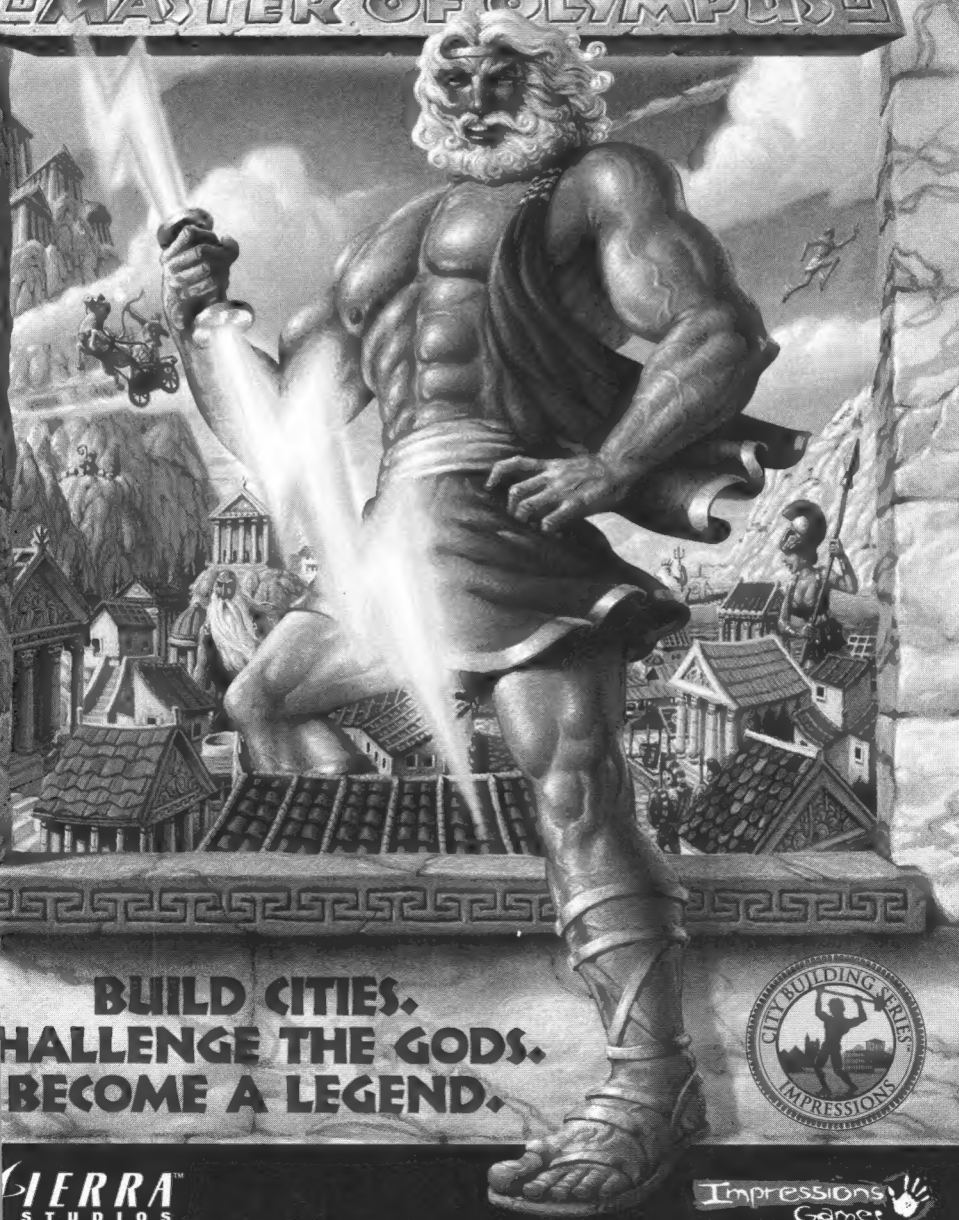
**SIERRA™**  
STUDIOS

Impressions  
Games



# ZEUS

## MASTER OF OLYMPUS



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CHALLENGE THE GODS.  
BECOME A LEGEND.**



**SIERRA**  
STUDIOS

Impressions  
Games







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# INVOCATION: THE ADVENTURE BEGINS

Tell us, sweet Muse Calliope, of that noble and famous hero, Democrates, who traveled far and wide, leading a life filled with adventurous exploits. He fought countless battles throughout the world, raided cities and amassed great wealth. As his legend spread throughout Greece, a band of followers trailed his every move.

But one day, Democrates grew tired of moving about from place to place and, with his followers, founded a mighty city, the likes of which the world had never seen. This, fair Muse, is the story that we beseech you to tell. How did this formidable fighting man manage to settle a city that became the greatest in all of Greece?

Beloved Muse, relate the story of his city's rise, of the new adventures he met along the way, of the other great heroes who helped him in his cause and of the mighty Olympians who at times were invaluable help-mates and at others formidable obstacles.

Guide my pen, beloved Muse, so that it might remain faithful to the truth. How did Democrates lead his people through the early days, before he discovered Demeter's gifts? Which crafts did the glorious Athena and ingenious Hephaestus teach him? And, how did he conquer great Poseidon's sea and the brutal Greek landscape to trade with cities far and near?

We know, too, that Democrates also learned about the finer things. His city was filled with wondrous theaters, and the actors in his city were considered to be the best in all of Greece. Scholars from around the world were drawn to the city to study with the sage philosophers who preached there. And the athletics! Legend tells of a city filled with scores of strong men! How did Democrates manage these feats?



Relate to us, oh Muse, the legend of Democrates' cunning. With sweet smiles he wooed other cities to ally with him, and with the steel of his blade convinced other cities to swear fealty. And, remembering the spirit of his adventure-seeking past, he broke ground on new cities in unexplored lands, and piece by piece his empire grew.

"I will tell you all this and more in due time," the Muse replied, "for the story of the great Democrates is more fantastic than you can imagine! But, every story must begin properly, and before Democrates' embarked on his journey, he first had to install *Zeus* on his computer!"

#### INSTALLING ZEUS ON YOUR COMPUTER

Hephaestus emerged from his forge holding a shiny, silver disk. "This *Zeus* CD-ROM is what you need to get started, Democrates," he announced. "To install *Zeus* on your computer, insert the *Zeus* CD in your CD-ROM drive." Most say that Windows' Autoplay function then began automatically, and a screen popped up offering Democrates the options of installing, playing, uninstalling and quitting *Zeus*. Legend says that Democrates chose "Install" to get started.

A few claim that Autoplay did not work on Democrates' computer, so he double clicked on the "My Computer" icon, and then double clicked on the icon that represented his CD-ROM drive. In the list of files that appeared, he double-clicked on "Setup.exe" to get started.

"The install program automatically chooses a file path for *Zeus*," Hephaestus continued. "Or, you can choose your own file path by clicking on the Browse button and picking a location. Click on 'Next' to continue.

"Now, here comes another decision. You can choose from among three different install sizes, each of which offers the full features of the game. The large install size will put the entire game on your hard drive. It



HEPHAESTUS EMERGES FROM HIS FORGE WITH THE ZEUS CUP.

takes up the most space, but it offers the best performance since it doesn't need to access the CD once the game starts. You can even remove the CD after you've launched *Zeus*. The medium install size will put the most commonly used components on your hard drive and access other elements from the game CD. The small install will take up the least amount of room on your hard drive, putting only basic elements on the computer and accessing the rest of the game's components from the CD."

Democrates took into consideration his system resources and chose the install size that best suited his needs.

"Once *Zeus* is installed," Hephaestus said, "a box detailing the additions made to your start menu will appear. At this point, you will be given the option of reading the "Readme" file. All the gods on Olympus strongly urge you to read this file. This manual went to print several weeks before *Zeus* was finished, and any last minute changes are detailed in the "Readme." Any time this manual is in conflict with the "Readme," the "Readme" is correct.

"Now, click the Finish button. If necessary, the Install program will update some system components. It might also restart your computer."

### STARTING ZEUS FOR THE FIRST TIME

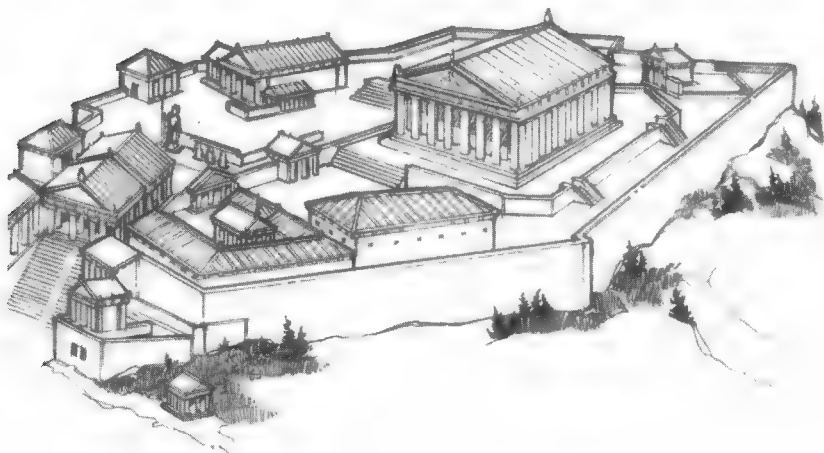
And so, the great Democrates began his adventure by launching *Zeus*. Some say he began by inserting the *Zeus* CD in his CD-ROM drive, waiting for Windows' Autoplay function to start, and selecting Play from the screen that appeared. Others say he clicked on his Start button and chose *Zeus* from the Impressions Games sub-directory. One thing, however, is certain; once he started *Zeus*, a movie depicting the grandeur and wonder of what he was about to experience played. Then, he was confronted with the Start menu and the first of many choices he would make. There were three buttons on the Start menu, "Play *Zeus*," "Visit *Zeus* Website," and "Quit." Democrates chose



"Play Zeus," and his adventure had well and truly begun.

It was about this time that Chiron, the wise and friendly Centaur that had schooled Achilles and Jason, appeared. "Since this is the first time you are embarking on an adventure, I will guide you through the process," he said. "The first time you play Zeus, clicking on the Play Zeus button will bring you immediately to the Enter Name screen. Here, you can enter a name of your own choosing or pick one from the list provided." After Democrates had entered in his name and clicked on continue, the Choose Game screen appeared.

On the Choose Game screen, there were three buttons: Tutorials, Adventures and Back. "Click on the Tutorials button to learn all the basics of building a city," Chiron explained. "When you click on the Tutorials button, a list of tutorials appears, and you can choose to play any of them that you wish. Clicking the Back button will bring you to the Registry of Leaders where you will see your name listed. And, clicking the Adventures button will bring up a list of exciting Adventures you can pursue. The Adventures don't have to be played in any particular order, so you can choose any adventure you wish. They are listed in



order of difficulty, with the easiest adventure listed first” Democrates examined the list and chose the adventure that most intrigued him.

### CONTINUING AN ADVENTURE

“Even the strongest mortal must eat and sleep sometimes,” Chiron said. “When you are ready to take a break, save your game by choosing ‘Save Adventure’ from the File menu drop down. When you are ready to resume, start *Zeus* and choose ‘Play *Zeus*’ from the Start screen. Then, a Registry of Leaders will appear. Pick your name and click ‘Proceed.’ When the Choose Game screen appears, click on ‘Resume Adventure’ to pick up where you left off. You can also choose ‘Load Saved Adventure’ and pick your saved game from the list that appears.”

### ADVENTURES, EPISODES AND GOALS

“Adventures in *Zeus* are broken down into episodes,” Chiron said. “Each episode has certain goals you must meet. You’ll see what these goals are when you begin an episode, and they will be checked off as you complete them. You can click on some of the goals for more information. To see these goals at any time, click on the Goals button in the Control Panel (see page 17). When you meet all the goals, you move on to the next episode.

“Of course, not every leader is successful,” Chiron said, “though everyone has high hopes for you. Still, it is possible that you might fail to complete successfully an episode or two along the way. There are several ways you that this can happen. If your city is in continuously in debt for several years, your people will ostracize you and send you away from the city. If a rival to whom you are already paying tribute defeats you again, you will be stripped of your leadership. Finally, if your parent city falls or is destroyed by a monster while you are away founding a colony, you won’t be able to continue.”

## COLONIES AND YOUR PARENT CITY

"At the end of some episodes, you will leave your city behind and set forth to found a colony. While you are away building your colony, one of your loyal deputies will watch over your main city, which is called the parent city, in your absence. When you return after establishing a colony, your city will be just as you left it, and your deputy will willingly relinquish rule back to you."

## THE GREEK LANDSCAPE AND NATURAL DISASTERS

Democrates set foot in the land on which he would build his city. The single road that he was following cut across his land and connected the site to the rest of Greece. He knew that he could redesign the road that led to Greece in any way he wanted, but that he shouldn't block off the beginning or end of the road. Doing so would only lead to trouble.

Democrates looked at the rich and varied terrain. Some of the land would be quite suitable for constructing buildings, some of it offered resources that could be harvested, and some of it could support livestock, orchards and farms. Not all of the land had a use, though. Some of it was completely devoid of resources and would never be able to support buildings. The terrain types Democrates saw were:

**GRASSLAND.** Democrates found that he could build almost any building on grassland, but that it could not support farms or livestock. People could walk over grassland with ease.

**MEADOW.** Some of the land in Democrates' dominion had purple blooms on it. This land was meadow, fertile enough to host all types of farms, livestock and orchards. He could build any other type of building upon the meadow as well, but he thought it wise not to waste too much meadow land on buildings that weren't dedicated to husbandry. People traipsed through the meadow without problems.

**FOREST.** In some places, great forests covered parts of the terrain. A Timber Mill (see page 54) could harvest planks of wood from the forest. The forest could also be cleared by clicking the Clear Land button and clicking on the forest. Once it was cleared, however, the trees never regrew.

**MARSH.** Nothing could be built upon the murky marsh. People could pass through it, but the ground was far too soft to support buildings.

**BEACH.** Sandy beaches abutted much of the water in Democrates' land. The sands shifted far too much to support buildings.

**ROCK.** Democrates found many different types of rock. Some of it was ordinary rock which could not be built upon. People had difficulty walking across the rock, and could only cross where there were small passes or stairways. But, some of the rock was beneficial:

**ORE-BEARING ROCK.** Some of the rock had metallic nuggets strewn around it. Upon further investigation, this rock was found to contain valuable ores. The rock with the copper nuggets contained copper ore which could be smelted into bronze at a Foundry. Other rock had silver nuggets scattered about it. This rock contained silver ore which could be converted into drachmas at a Mint.

**QUARRY.** In some places, the rock formed a pit. From here, marble could be quarried by a Masonry Shop.

**WATER.** There was water in the land as well. In some places, sea urchins and fish that could be harvested for food dwelled in the water. Some of the structures Democrates built, namely the Pier, Water Crossing, Urchin Quay, Fishery and

Trireme Wharf, needed to built along the water's edge.

### THE TOOLS OF LEADERSHIP: THE CONTROL PANEL

After Democrates had surveyed his land, he turned around to find Theseus, the famed leader of Athens, standing there. "I, as a great leader, appreciate the monumental journey on which you are about to embark," the hero said. "I will teach you about the basic tools you need to begin building your city.

"All the tools you need are found on the Control Panel. The Control Panel has many tabs on it and, depending on which tab is selected, the information on the Control Panel changes. Other teachers will tell you more about these tabs later. I'm here to tell you about the few things on the Control Panel that never change. They are:"



**CLEAR LAND BUTTON.** Sometimes, obstructions block the places where you want to build buildings. When something is in your way, click the Clear Land button and click on the spot that needs to be cleared. If you need to clear a large section, hold down the mouse button, drag the mouse over the desired area and then let go of the button.



**ROADS BUTTON.** Nearly everything you build in your city needs to be built along a road. To build a road, click on the Roads button and click on the spot in the city where you want the new road. If you want to build a long stretch of road, press the mouse button and drag the mouse until the road is the desired length. Then, let go of the button.



**ROADBLOCK BUTTON.** Sometimes, you want to cordon off certain areas of your city to keep people from wandering around where they don't belong. To keep people where you want them, place a Roadblock. Click on the Roadblock button, and then click on the road you want to block off.

Walkers who roam the city will turn around when they meet the Roadblock. Those with a specific destination in mind will pass through the Roadblock. For more on your city's walkers, see page 25.



**UNDO BUTTON.** Sometimes, you will make a mistake. Luckily, you have an Undo button. When you err, click the Undo button, and your last action will be undone. Whatever money you had spent on the action will be restored to your treasury. You have to act fast, however. You can only undo an action while the Undo button is lit.





**'GO TO' BUTTONS.** When trouble happens in your city, use the 'Go to' buttons to investigate the scene of the problem. There are four categories of buttons that will appear. The first category covers hazards, natural disasters and other miscellaneous problems. When one of these problems occurs, a button will appear on the left, just beneath the tabs. A button will appear just to the right of the first button if a plague breaks out. The next slot is reserved for invasions, whether they be from an enemy mortal, god or monster. Finally, a button will appear in the fourth slot if a god or hero arrives, or if your soldiers return home. Clicking on one of these buttons will bring you directly to the scene of the latest happening. See Appendix 1 for a list of all the 'go to' buttons you will see.





**MESSAGES BUTTON AND CONDENSED MESSAGE BOX.** You will receive dozens of messages updating you on the goings-on around your city and Greece. When a new message arrives, an abbreviated version of the message appears in the Condensed Message Box. To read the full message, click on the Condensed Message Box, and the full message appears. You can also view a record of all the messages you have received by clicking the Messages button. Clicking on the title of any

message displays the full version. There's more on messages and how you receive them on page 23.

 **GOALS BUTTON.** Click this button when you need to review your goals for the particular episode you are playing. You'll also be able to see which of the goals you've completed and how close you are to completing the others.

 **ROTATE CITY BUTTON.** Sometimes, large buildings or other obstructions block your view of the city. During these times, the Rotate City button is particularly helpful. Clicking on the left side of the button rotates the city 90 degrees clockwise. Clicking on the right side of the button rotates the city 90 degrees counter-clockwise. Clicking on the center of the button reorients the city due north.

 **VIEW PAN-HELLENIC WORLD BUTTON.** You are not alone in Greece. You can check on your neighbors by clicking on the View Pan-Hellenic World button. Clicking this button brings up a map of the world, and you can click on other cities for more information on their activities.

 **OVERVIEW MAP TAB.** When you click on a tab, information regarding goods or services in your city appears on the control panel. If you would like to see an Overview Map of your city instead, click on the Overview Map button. The Overview Map shows you your city from a great height. For more on the Overview Map, see page 165.

 **INFORMATION TAB.** Click this button to see information displayed on each tab instead of the Overview Map.

## OTHER TOOLS

"In addition to the Control Panel," Theseus said, "You have some other tools at your disposal. Drop down



menus give you control over how you want to pursue your adventure. The drop down menus are:

**FILE MENU.** From the File Menu, you can begin a new adventure, replay the current episode, load a new adventure, save your adventure, delete your adventure and leave Greece.

**OPTIONS MENU.** Use the Options Menu to customize these functions:

**DISPLAY.** The display function allows you to pick between an 800x600 and 1024x768 screen resolution, and whether you want a windowed or full-screen view. Before you view your city in windowed mode, make sure that your desktop resolution is greater than the game resolution. To set the desktop resolution, click on Window's Start button and choose Settings: Control Panel. Then double-click on Display, and select the Settings Tab. You'll be able to adjust your desktop resolution here. You should also note that viewing the game in windowed mode at higher than 16 bit color tends to slow things down.

**SOUND.** The sound function allows you to choose which sounds you want to hear and how loud you want them to be.

**SPEED.** You can change how quickly time passes and how quickly the screen scrolls by using the speed function.

**DIFFICULTY.** The difficulty option allows you to select just how challenging you want your forays through Greece to be.

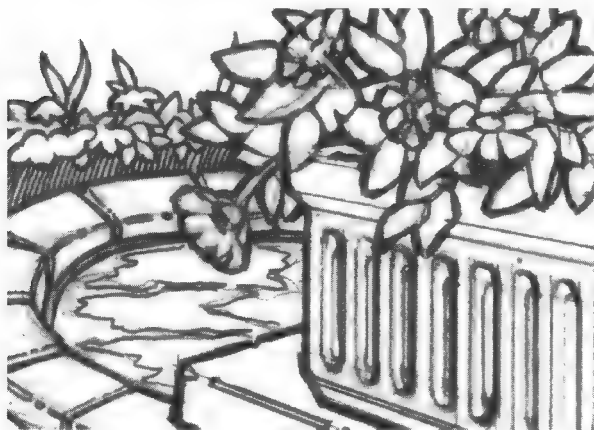
**AUTOSAVE.** With Autosave on, your adventure automatically saves itself every six game months, in January and July. That way, if you forget to save your adventure, you will always have a backup. If you leave Autosave off,

you'll have to remember to save your adventure on your own.

**AUTO-DEFEND.** With the Auto-Defend option on, your generals will handle invasions without direct orders from you. Turn this feature off when you want to lead your troops yourself.

**MESSAGES.** Finally, with the Messages function, you can control how you receive messages. Messages are divided into categories. If you choose to receive the full version of a message for a particular category, the action in your city will stop and a screen will pop up with the message. A condensed version of the message will also appear in the Condensed Message Box. If you choose to receive condensed messages only, a brief version of the full message will appear in the Condensed Message Box, and you won't be interrupted at all..

**HELP MENU.** When you have questions, consult the Help Menu. The in-game help holds a bevy of information about running a city. From the Help Menu, you can also choose balloon help settings. With balloon help enabled, holding the mouse over certain objects (buttons in particular) displays a brief description of the object in question. You can



also choose to turn warnings on or off. A warning banner will appear across the top of the screen when something you have done is a little amiss, or if a building that you have built is lacking something that it needs to work properly.

“The amount of drachmas in your treasury, the number of people in your city and the current date are also displayed across the top of the screen. Now that you know the basic tools of leadership, it’s time to learn two of the basic concepts.”

### BUILDING THINGS

“You can’t have a city without buildings, and most of the structures you will build are constructed in a similar way. The first thing you need to do is to click the tab that has the structure you want to build. For example, let’s say you want to build a Maintenance Office. Click on the Hygiene/Safety Tab. You’ll see buttons for all the different hygiene and safety buildings. Click on the button for the Maintenance Office, and a red footprint of the building will appear.

“Most buildings must be placed on clear ground. So, if the spot where you want to construct the building has an obstruction, click the Clear Land button and see if you can remove whatever is blocking your way. If you can’t remove the obstruction, you’ll have to choose another location for the building.



“Once you’ve found a good spot for the structure, its red footprint will turn into a green ghost of the building. Click your mouse button to put the building in place.

“Nearly every building you can build needs to be along a road to function properly. The only exceptions are Aesthetic Structures, Recreation Areas, and Commemorative Monuments. In addition, Walls, Olive Trees, Grapevines, goats and sheep do not need to be along a road. Building a road to a goat or sheep would be just plain silly!

“Once a building has the employees it needs, you’ll see them hard at work — or hardly working — in front of their building.

“If you would like, you can halt the action in your city while building structures by pressing ‘p.’ Pressing ‘p’ pauses the game, but you’ll still be able to place buildings. To set things moving, press ‘p’ again.

## PEOPLE

“The people in your city are an invaluable resource. If you right-click on them, they will tell you exactly what is on their minds. When you do want to talk to your citizens, be sure to right-click on them near their feet. They won’t pay any attention to you otherwise.

“There are two basic types of walker in your city: walker who roam the city and walkers who have a specific destination in mind. Many of the walkers who roam the city provide services to the buildings they pass. When these walkers run into a Roadblock, they turn around. The roaming walkers are:

- Athletes
- Clerks
- Disgruntled citizens
- Healers
- Nobleman
- Outlaws
- Peddlers

Superintendents  
Watchmen  
Water bearers

“Walkers who have a specific destination in mind will pass through Roadblocks. The destination walkers are:

Arms vendor  
Artisans  
Deliverymen  
Food vendor  
Fleece vendor  
Goatherds  
Growers  
Horse trainer  
Oil vendor  
Shepherds  
Wine vendor

“Competitors, actors and philosophers are destination walkers when they are walking from their training facility to their performance venue. Once they arrive at their performance venue, these walkers become roaming walkers.”

Having imparted a great deal of knowledge, Theseus left the city, promising to return if Democrates needed his help again.

#### OTHER INFORMATION

Democrates had still other sources of information. Right-clicking on the base of any building in his city brought up a box with all sorts of pertinent information. In the bottom left corner of the information box is a question mark. Clicking on this question mark linked to a detailed help entry on the building in question.

Democrates also relied on banner messages that appeared across the top of the screen. These banner messages provided a constant update on his own pop-

ularity as well as the state of the city's health, immigration patterns and food levels.



And so, Democrates found a land on which to settle. For the land to fulfill the great promise that it held, Democrates realized he had to draw the best people in Greece to his city. He knew he needed the best of the best, Greece's elite class, to support his military campaigns and to defend the city. Yet, these people couldn't be expected to hold the menial, everyday jobs that kept a city running. For these, he needed a working class who would be content to keep the city's services operating smoothly and could fill the lower ranks of the military.

As Democrates was pondering his latest challenge, the great Zeus appeared before him. "Greetings, Democrates," Zeus began. "My days of changing ants and rocks into people are over, but I can tell you how to draw people to your land. It begins by clicking on the first tab of the Control Panel, the Population Tab.

"After clicking on the Population Tab, you will see that you have the options of building common housing and elite housing."



POPULATION TAB

## COMMON HOUSING

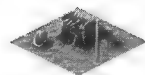
"Before you can draw the elite class to your city," Zeus said, "you must first get your city up and running by drawing workers. So, designate some areas for common housing by clicking on the Common Housing button on the Control Panel. You can designate one housing plot at a time by pointing to the desired location and clicking, or you can designate a large swath of housing by dragging your mouse. Make sure that all housing plots have direct access to a road so that the residents can receive benefits from the city's services. Build some common housing, and I'll be back later to talk to you about Elite housing." With that, Zeus vanished.

After Democrates laid down some plots like Zeus had instructed, immigrants came pouring in to lay claim to the land and build their homes. When his city was new, immigrants came willingly, pursuing their own

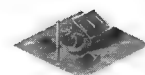




HUT



SHACK



HOVEL



HOMESTEAD

sense of adventure. When they first moved in, they built rudimentary Huts and lived off what the land provided them. But, once they began working, they began to expect more from their city and their leader.

### DEVELOPING COMMON HOUSING

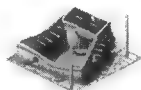
The first thing Democrates' people demanded was a supply of food from an Agora (see page 69). They had tired of foraging for food. Once food was provided, residents had more time on their hands and made improvements to their homes, transforming their simple Huts into Shacks.

Soon, the Shack dwellers would clamor for more benefits. The water that they managed to collect was murky and didn't taste very good. All great cities had Fountains, the residents pointed out, oftentimes created by Pegasus or maybe even Poseidon himself. The residents weren't asking for a divine water source, but any source of clean water would do. They were also growing bored with their day-to-day lives and their minds yearned for a cultural diversion (see page 105-110). Once they had clean water to drink and access to some cultural diversions, they again turned their attentions to their homes and improved their Shacks into Hovels.

In reviewing their lot in life, Hovel dwellers realized that they didn't have it so bad, and that Democrates had done well by them as a leader. Feelings of loyalty stirred within the Hovel-dwellers' chests, and they jumped at the chance to become rabble and help defend the city as rabble (see page 136). But, even though Democrates had done much for them, the Hovel-dwellers still wanted more. Their clothes were raggedy, and they longed for a supply of fleece so that they could make new clothes. Once they were provided with fleece, the Hovel-dwellers gleefully made improvements to their homes and built Homesteads.

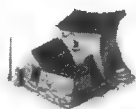
Some of the residents of the Homestead were also quite pleased to help defend the city as rabble. They

felt a strong sense of pride when they looked about their city, but they also knew other cities had more. They longed for still more cultural pursuits, and more of the same pursuits they already had at their disposal. When Democrats provided more cultural diversions, they turned their Homesteads into Tenements.



TENEMENT

While Tenement residents had almost everything they could wish for, they still found something was missing. Their food lacked a little flavor and, after a hard day's work, it would be nice to anoint themselves with something pleasant-smelling and refreshing. Olive oil was the answer to these problems, the very thing to sooth the body. Happily, they fought for their homeland. And, with their bodies satisfied, Tenement residents made some changes to their homes and built Apartments.



APARTMENT

Now, there was very little Apartment dwellers could ask for. They had food, clean water, fleece and olive oil, as well as a myriad of cultural options. Yet, their curious minds sought out even more culture and, when Democrats provided it, they improved their housing once more to Townhouses. A member of the working class could not ask for a better home, and the Townhouse was the pinnacle of all working-class domiciles.

How did Democrats know what his residents wanted? He right-clicked on their houses, and the residents inside willingly told him.



TOWNHOUSE

Sometimes, Democrats provided his people with the things that they wanted, but they still did not improve their houses. If the appeal (see page 153) of the surrounding area is low, residents won't spend the time to make their own homes more beautiful. As soon as Democrats made their surroundings more attractive, the residents improved their homes.

Sometimes, houses devolved into a more primitive state. This happened when the residents of a particular house ran out of a supply that they deemed neces-

sary. For example, when an Apartment ran out of olive oil, it deteriorated back into a Tenement. Worse yet, when a Townhouse ran out of food, it deteriorated all the way back to a Hut.

Democrates had a working class in place and, as promised, Zeus reappeared to teach Democrates about elite housing.

### ELITE HOUSING

"To lure the elite class to your city," Zeus said, "you need to assure them that the city they will be moving to has all the amenities they have come to expect. So, before you can even build an elite house, you have to make sure you have supplies of food, fleece and oil stored in the city. An elite resident won't even consider moving in unless his home is already outfitted with these basics of Greek life.

"In addition," Zeus said, "you have to make sure that the elite's homes are in good neighborhoods. The elite love to be surrounded by beauty and culture, so make sure that there are plenty of cultural activities (see pages 105-110) in the area, and that the area has high appeal (see page 153). If you lack anything that you need to build an elite home, a banner message will appear to remind you of what you are missing."

Again, the mighty Zeus disappeared. Democrates made sure he had everything he needed to draw the elite, and clicked the Elite Housing button. He clicked on a spot in his city and constructed a modest elite home, complete with its own source of water so that the elite would not have to rely on deliveries from the water bearers. He made sure the elite home was along a road so that it had access to the many services it required. Soon, some of Greece's finest moved in.

### DEVELOPING ELITE HOUSING

When elite immigrants moved in, they quickly turned the vacant home into a Residence. The elite living in the Residence certainly enjoyed their life of leisure but, when looking around them, they realized that their lives were only marginally better than the best of

the working class. They couldn't even fight for the city because they lacked the armor that they needed! A sense of shame, much like the sense of shame Hercules felt after Hera drove him mad, fell upon the residents. They longed for something that would differentiate them from the working class. They began demanding that armor be delivered to their homes from an Agora, so that they could become hoplite warriors. And, to further differentiate themselves from the working class, they demanded access to more culture.

When Democrats complied with the requests, the elite quickly transformed their homes from Residences



*ZEUS MASTERFULLY DEVISES THE PERFECT CITY DESIGN.*

to Mansions. Some of the Mansion dwellers became hoplites, the mainstay of the city's military. The Mansion dwellers were truly proud of themselves and the honor they brought upon their city.

The elite class wiled away the hours, hosting symposium after symposium. They began to feel the need to have wine delivered to them from an Agora, and they wanted more cultural diversions so that they could better entertain their friends. Again, Democrates provided, and the residents of the Mansions made improvements to their homes and turned them into Manors.

Manor residents, like their counterparts that lived in Mansions, fought honorably for the city as hoplites. Some of them, however, wanted to do more for their city. If only they could have horses delivered to them from an Elite Agora, they could fight for the city as horsemen. They would feed the horses with food that they received from the Agora. Democrates considered their reasoned plea and complied with their wishes and also provided them with more cultural diversions and making sure that they could see competitions at a Stadium (see page 108). And thus, the residents of the Manors transformed their homes into Estates, the grandest of all types of housing in the city.

Residents of all the types of elite housing were content to stay in the city as long as Democrates maintained certain conditions. Residents of elite housing must always have a supply of food, fleece and olive oil from an Agora, and the appeal of the neighborhood must always be high. In addition, access to culture is a must. When any one of these things disappeared, the residents of the elite housing did not think twice about moving out, leaving dilapidated abandoned homes behind.

Like the common housing, when an elite home ran out of something it considered vital, it deteriorated into a more primitive state.

## A NOTE ON DEVELOPING HOUSING

Zeus returned to Democrates to offer this advice: "Just because your citizens ask you for something doesn't mean you have to give it to them. Sometime, it can be far too costly to give your citizens everything they want. Or, you might want to withhold horses from some of the elite to ensure that you have plenty of hoplites in your army. Also, since more developed housing can host more people, keep in mind how many jobs you have available and whether you have enough food for everyone before giving people the things they need to improve housing.

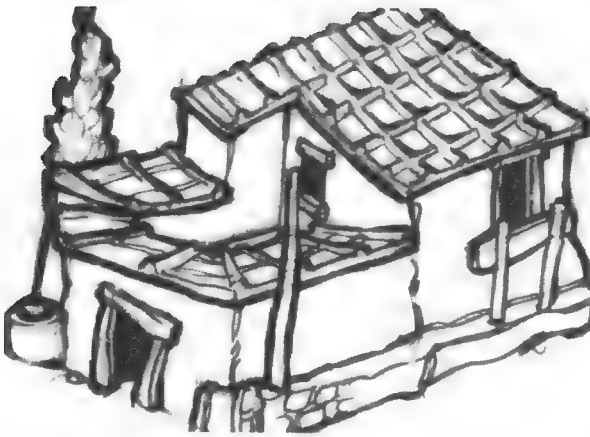
## MANAGING THE POPULATION

When Democrates selected the Population Tab to build areas of housing, he also saw information that helped him manage his population. First, he saw how many more people his housing could hold. Then, he saw whether people were coming to or leaving the city, or whether the population was stable. Finally, he saw the biggest problem limiting immigration — if there were any problems — and how many immigrants arrived in the previous month.

For a closer look at his city's population, Democrates obtained more detailed information by clicking on the Magnifying Glass. The Population - History graph detailed the pattern of immigration and emigration throughout the city's history and showed how the population grew and shrank. The Population - Society graph showed how Democrates' population was distributed. By consulting this graph, he knew how many people were considered rabble, how many were hoplites and how many were horsemen.

Finally, Democrates clicked on the See Supplies button located at the top of the Control Panel to look inside his city's houses and check on how well stocked they were with needed supplies. With the See Supplies view activated, pictures of all the supplies a house needs appeared above it. If the background of

the picture was flashing red, he knew that the house had run out of or was about to run out of the good.







We know that Democrates managed to feed his people, for if he could not he would not ever have been able to lure the elite class to his city. But, how did he learn the ways of the land? Did Demeter herself come from Olympus and teach him how to cultivate crops, just as she taught Triptolemus? Did Dionysus present Democrates with some vine cuttings from Oenus? And surely, only the great goddess Artemis could teach him the ways of the hunt.

Democrates indeed turned to many different sources to learn the ways of husbandry. He began his schooling by clicking on the Husbandry Tab on the interface. After he clicked it, he saw four buttons: Farms, Orchards, Herding and Land and Sea. He began with farming, Demeter's domain.

## FARMING

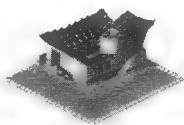
The great goddess Demeter took Democrates aside and spoke to him about farming. "First and foremost," the goddess said, "you must locate all farms on meadow land, because it is the only land fertile enough to support crops. Meadow has purple flowers on it, indicating the richness of the soil below. To place a farm, click on the Farms button and choose the type of farm you want.

"Now, my dear Democrates, you must also remember to make sure that your farms are connected by a road to a facility that can accept the food. If they aren't, then the farm's deliverymen will be stranded and won't have any place to take their goods.

"As long as you have started a farm a year before harvest time, and as long as it has all the employees it needs, you will be guaranteed a full harvest. Partial harvests are the result of not having enough workers on your farms or of not planting the farm early enough in the growing season.



HUSBANDRY TAB



FARM

"Greece can grow three types of food crops: wheat, carrots and onions. Crunchy carrots and pungent onions are harvested in April. They are stored in a Granary and eaten by your people. These vegetables can also be stored in a Trading Post or Pier if you intend on exporting them to another city. If you do choose to export vegetables, remember that farms' deliverymen will try to bring their loads to an accepting trade facility before bringing it to your Granaries.

"Now, we come to the Wheat Farm. Wheat is harvested in July, a few months before my beloved Persephone has to return to the Underworld. Wheat can be used as food by your people, and it is also fodder for horses. In fact, if you have a Horse Ranch that needs wheat, deliverymen from the Wheat Farm will first try to deliver their load there. Wheat for horses may also be stored in a Storehouse. Be aware, however, that wheat in a Storehouse will not be used to feed your citizens; it will only be used to supply your Horse Ranch. Also, make sure you tell your Storehouse to accept wheat deliveries. To do this, right-click on the Storehouse and then click the button next to 'Wheat' until it reads accepting. Then, tell the Storehouse how much wheat it should accept by clicking the scroll buttons next to the stock limit number (for more on Storehouse orders, see page 68-69).

"If you want your people to eat the wheat your farms produce, the wheat must be taken to a Granary, just like any other food. The Food Vendor from the Agora will never go to a Storehouse to pick up food.

"Of course, if you wish to export wheat, you can tell a Trading Post or a Pier to accept the foodstuff. If you are trading wheat, the deliverymen from the farm will bring their wheat to your trading facilities before bringing it to a Granary."

"Now you know all that Triptolemus knows," Demeter said, "So I bid you adieu for now."

With that, Demeter was gone. But, as soon as she disappeared, Democrates spotted two more deities approaching. They were Dionysus and Athena, who were coming to teach Democrates about Grapevines and olive trees.

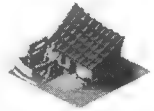


### ORCHARDS

"Greetings, my friend," the jolly Dionysus said, "I understand you want to plant some Grapevines in your fair city! A wise move, to be sure."

"What do you know about being wise, Dionysus?" Athena interjected, "The last time I checked, wisdom was my department! Of course, I know a thing or two about cultivating olives and would be pleased to teach you what I know."

"One of the things you need is a Growers' Lodge. The Growers' Lodge can be placed on any type of buildable terrain and does not need to be placed on fertile meadow. It needs access to a road to function properly. To build a Growers' Lodge, click on the Orchards button and choose it from the list that pops up."



GROWERS' LODGE

"The workers at the Growers' Lodge know how to care for both Olive Trees and Grapevines. Every month, the Growers' Lodge sends out one pruner who can care for Grapevines and Olive Trees."

"The more frequently an Olive Tree or Grapevine is pruned, the quicker it grows. A plant will grow fastest if it has been pruned sometime within the last few months. If it has been much longer since a plant's last pruning, its growth will be slowed. If a plant goes a very long time without a visit from a pruner, it won't grow at all."

When harvest time comes, the Growers' Lodge sends out a team of pruners to pick the fruit. Harvest time lasts for a couple of months.

"Of course, to harvest olives, you need to plant some Olive Trees. The Olive Trees must be placed on meadow, but they do not need to be planted along a road. Pruners enjoy strolling across the land to get to the Olive Trees. Harvest time for the olive starts in January."

"If you are quite done with your blather, Athie," Dionysus said, "I'll tell our friend about the fabulous Grapevine!"

"Grapevines are grown and harvested in the same manner as the Olive Tree. The main difference is that the grape harvest begins in October instead of January."

"For both grapes and olives, once the harvest is over, any unharvested produce is lost."

"By the way," Athena added, "be sure that the Growers' Lodge is connected by a road to buildings that need olives or grapes. Both olives and grapes can be taken to a Storehouse, or a trading facility if you are exporting the fruit. Olives can also be taken to an Olive Press, and grapes can be taken to a Winery. If your Growers' Lodge is not connected by a road to at least one of the facilities that needs the fruit, the deliveryman will look quite silly because he won't have anywhere to go."

The gods wished Democrates well and went on their way. Just then, Democrates heard pipe music wafting through the air. It could only mean one thing: Pan was coming to teach him about herding.





ATHENA EXPLAINS HOW TO CARE FOR ORCHARDS WHILE DIONYSUS ENJOYS THE FRUITS OF HIS LABORS.

## HERDING

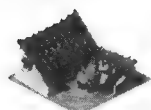
"So, you need the old goat to teach you a thing or two about herding," Pan said. "Sheep and goats are really very easy to manage, if you know what makes them tick."

GOATS AND DAIRIES. "Before you can raise any goats, you must first build a Dairy. It makes perfect sense if you think about it," Pan said. "The goats will just wander off on their own if you don't have someone watching them."

"To build a Dairy, click on the Herding button and choose it from the list. The Dairy must be built along a road, but it does not need to be placed on meadow."

Once the Dairy is in place, you can place some of my cousin goats in a meadow. Each Dairy employs enough goatherds to keep track of several goats. If you want more goats, you'll need to build more Dairies.

"Goatherds stand watch over their herd making sure they don't wander too far afield. When it's milking time, you'll see the goatherds perform the task at hand and return to the Dairy with pails full of milk. At the Dairy, the milk is turned into cheese which is then brought to a Granary or a

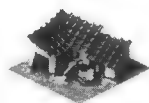


DAIRY



trading facility. Make sure your Dairy is connected to a Granary or trading facility by a road so that your Dairy's deliverymen have somewhere to go."

**SHEEP AND CARDING SHEDS.** "Sheep and Carding Sheds are quite similar to goats and Dairies," Pan said. "Like the Dairy, the Carding Shed needs to be connected to a road but need not be on a meadow. Once the Carding Shed is built, you can place several sheep in a meadow. If you want more sheep, you'll need additional Carding Sheds.



CARDING SHED

WORSHIP ATHENA,  
AND SHE WILL MAKE  
YOUR CARDING SHEDS  
MORE PRODUCTIVE.

"Shepherds tenderly watch over their flocks, and shear the sheep when the time comes. The shepherds bring the shorn wool back to the Carding Shed where it is made into fleece that people can use. Deliverymen from the Carding Shed will then take the fleece to a Storehouse or trading facility, provided that the Carding Shed is connected to one of these buildings by a road.

"Both sheep and goats, like me, are fairly voracious eaters. They graze on a certain section of the meadow until they've completely consumed all the edible vegetation. Then, they move on and begin eating again. The meadow will sprout new vegetation eventually, but until it does no other animal can graze upon it. You can, however, build farms and orchards upon the grazed land.

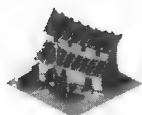
"Oh, and one more thing: watch out for wolves. Wolves think nothing of snacking on a sheep or goat. Goatherds and shepherds usually do a good job of keeping an eye on their flocks, but wolves are sneaky and occasionally make off with an innocent victim."

Pan picked up his pipes and scampered off. Democrates had hardly absorbed the information Pan had given him when Artemis, the chaste huntress, appeared along with a curious man who kept changing shapes. It could only be one god: Proteus, god of herds of the sea.



## LAND AND SEA

"You are a lucky mortal," Artemis said, "to have so many gods interested in your well-being. I suppose Proteus and I will follow suit and share with you the secrets of hunting animals on the land and in the sea.



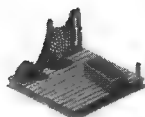
BOAR HUNTER'S LODGE

**HUNTING.** Only one animal is slow enough for mortal spears to catch and suitable enough for humans to eat: the wild boar. To hunt these succulent animals, click on the Land and Sea button and choose Boar Hunter's Lodge. The Boar Hunter's Lodge may be placed on any type of buildable terrain and must have access to a road so that it can find laborers.

"Once the Boar Hunter's Lodge is operational, hunters will leave the lodge in search of the wild boar. The hunters are willing to walk great distances to reach a herd of boar, but the closer they are to the herd, the quicker they'll hunt the animal down.

"When the hunters have met with success, the wild boar's carcass is carried back to the Boar Hunter's Lodge where it is dressed and prepared for consumption by you mortals. When a full side of pork is ready, a deliveryman will bring it to a Granary — or to a trading facility if you are trading pork — provided that the Boar Hunter's Lodge is connected to the pork's destination by a road.

"Be careful, mortal. The wild boar is a dangerous animal. In anger, some will attack your hunters and kill them. Consider yourself warned."



FISHERY

**FISHING.** "So, you want to harvest some of my creatures, do you," Proteus asked. "I suppose I can't blame you — they are mighty tasty.

"If you see fish swimming in your waters, you will be able to catch them. But first, you'll need a Fishery. Click on the Land and Sea button, and choose Fishery from the list.

"The Fishery, of course, must be along the water," Proteus continued. "It needs to be placed on a section of coastline that is straight. You'll know when you've picked a good spot when you see a green ghost of the Fishery. Though you don't need to place the Fishery near the fishing grounds, the closer the Fishery is to the source of fish, the more productive it will be.

"Once the Fishery is placed, the fishermen begin building a boat from whatever supplies they have on hand. When they're done, they sail the mighty seas in search of fish. After they haul a load out of the water, they return to the Fishery where the fish is prepared for storage in a Granary or, if you are trading it, in a trading facility. Make sure your Fishery is connected to the fishes' final destination by a road so that the Fishery's deliveryman can get to it."

URCHIN GATHERING. "Gathering the prickly urchin is no easy task for your workers, but the seafood is so tasty that it is well worth the effort.

"You'll know that you can harvest sea urchins if you see pockets of them along your shores. To collect them, you'll need an Urchin Quay. Build an Urchin Quay by clicking on the Land and Sea but-

WORSHIP POSEIDON,  
AND YOUR FISHERIES  
AND URCHIN QUAYS  
WILL BE MORE PRODUC-  
TIVE.



URCHIN QUAY



ton and choosing Urchin Quay from the list. When you build an Urchin Quay, you need to take two things into consideration. First, you need to find a smooth piece of coastline. Second, you need to make sure that your urchin gatherers won't have to cross a deep body of water to get to the urchins. The best way to do this is to make sure that the coastline you build your Urchin Quay on is the same one that the urchins themselves live on. The Urchin Quay also needs to be built along a road to ensure that it operates properly.

Once the Urchin Quay is up and running, you'll see urchin gatherers wading through the water and over to the urchin beds. There, they bravely pick the prickly urchins and then bring them back to the Urchin Quay. Once enough urchins have been cleaned and prepared for consumption, a deliveryman will leave the Urchin Quay and drop off his load at either a Granary or a trading facility that is set to export the food. Make sure a road connects the Urchin Quay to the granary or trading facility so that the deliveryman doesn't get stuck."

Democrates' lessons were over. He had learned from the masters and was ready to apply his new knowledge to his city.

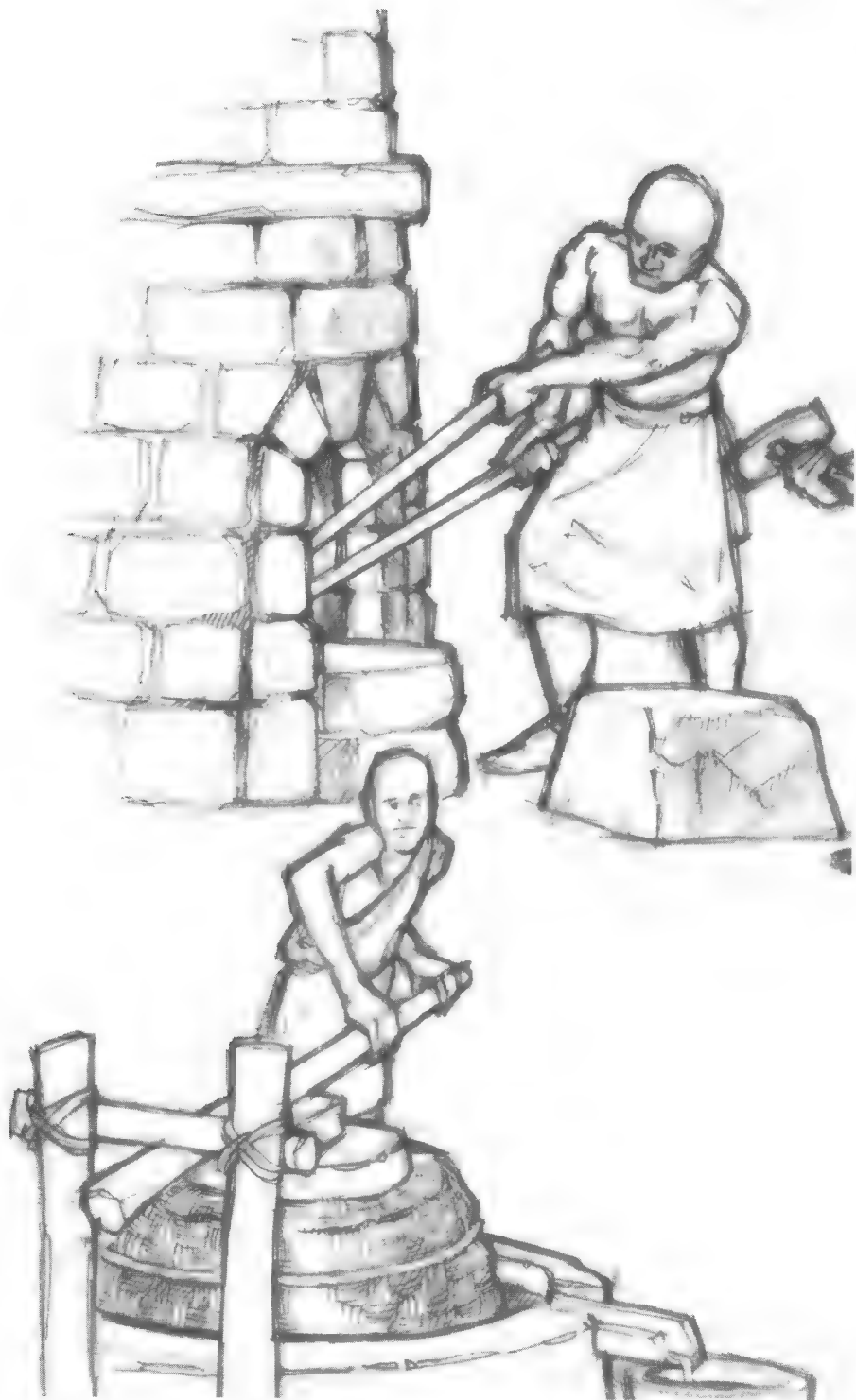
#### MANAGING THE FOOD SUPPLY

Soon, Democrates had a city bustling with all sorts of husbandry buildings. He was able to keep an eye on everything using the information found on the Husbandry Tab.

The Husbandry Tab showed Democrates how many people his current level of food production and importation could support. He also saw if he was producing enough food and whether or not more food might be needed in the future. He also saw how many months' worth of food was stored in the city.

Democrates clicked on the Magnifying Glass to view more detailed information. When he clicked on the Magnifying Glass, he saw how many of each type of food-producing structure he had in the city, how many loads of food each produced per month and how many people each could feed.

If Democrates wanted to see all his Husbandry structures without any other buildings distracting him, he clicked on See Husbandry. With the See Husbandry view enabled, he could look at all his Husbandry structures and make sure they were all in proper working order.



And so, the legend of Democrates continued. Wise storytellers say that one day, Democrates looked around at the city stretching out before him to see what he could see. He had neighborhoods of pleasant little houses and farms producing food for his people. They say that as he walked through the city's orchards, he began to wonder if there wasn't something he could do with the grapes and olives that grew there. He then thought of the rocky outcroppings in his city that contained shiny ores and of the fine marble deposits he had seen on his land. Certainly, there must be a way to use these materials to benefit his city and its residents?

As he was pondering this quandary, three hulking figures ambled down from the hillside. As they approached nearer, Democrates noticed that each only had one eye! They were Cyclopes! Democrates started to run away in panic when one of them shouted, "Wait, Democrates, wait! We're here to help! You know, ever since that little problem Polyphemus had with Odysseus, people just haven't trusted us!" Democrates cautiously slowed his step, turned around and asked, "Just how can you help me?"

"Why, we know everything there is to know about industry and manufacturing goods, two-eyes," the Cyclops answered as he took a seat on the ground. "After all, we do make Zeus' lightning bolts, along with whatever else Hephaestus can dream up. My name is Steropes, and this is Brontes and Arges. The first thing you need to do to establish thriving industries is click on the Industry Tab."

## RAW MATERIALS

"Greece boasts several types of raw materials, but not every city will have access to all of them. The raw materials in Greece are:

**MARBLE.** If you notice a section of flat, whitish-gray rock among the grassland, you might be able to cut



INDUSTRY TAB



MASONRY SHOP

marble. Marble is used in the construction of Sanctuaries and can also be exported.

If you can harvest marble, you'll see Masonry Shop listed when you click on the Raw Materials button. A Masonry Shop needs to be built along a road to function properly.

Once the Masonry Shop is operational, it sends out a team of stonecutters to the marble quarry. The stonecutters will hew out huge chunks of marble which a team of oxen will bring back to the Shop. As the stonecutters work, you'll notice that the marble quarry grows deeper and deeper.

Once the marble is brought back to the Shop, more stonecutters work at dividing the large piece of marble into usable slabs. As soon as the stonecutters have chiseled a slab out of the marble, an ox cart takes the slab to a Storehouse, Pier or Trading Post that will accept the material. Make sure that the Masonry Shop is connected by a road to the marble's final destination. Otherwise, the Shop's deliveryman will get stuck.

Although marble is used to construct Sanctuaries, a Masonry Shop will *never* deliver marble directly to a construction site. Marble from a Masonry



Shop must first be stored in a Storehouse before it can be used at a construction site.

A Masonry Shop does not necessarily need to be built near the marble quarry. The closer the Masonry Shop is to the quarry, however, the more efficient the Shop will be.

**SILVER ORE.** If you notice silver nuggets lying amongst rocky outcroppings on your land, you might be able to extract silver ore from the earth and strike coins known as drachmas. Click on the Raw Materials button. If you see Mint listed, then you are in luck! A Mint must be connected to a road in order to function. It doesn't necessarily need to be close to its supply of silver ore, but the closer it is the more efficiently it will convert silver into drachmas.

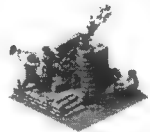


MINT

Once a Mint is functioning, it will send miners out to collect silver ore. The miners will pick away at the silver, gather up the raw ore and bring it back to the Mint. Only one miner can work a particular deposit of ore at a time. There, workers will smelt the silver and strike the coins. After they have struck the drachmas, they will be deposited in your treasury automatically.

WORSHIP HADES IF YOU WANT YOUR MINTS TO BE MORE PRODUCTIVE. HADES SANCTIFIES MINTS, WHICH INCREASES THE RATE AT WHICH THEY PRODUCE DRACHMAS.

**COPPER ORE.** If you see copper nuggets lying amongst rocky outcroppings, you might be able to harvest the copper from the earth to make bronze. Click on the Raw Materials button and see if Foundry is listed. If it is, then you'll be able to make bronze.



FOUNDRY

Make sure that the Foundry is connected to a road or it won't be able to function. The Foundry doesn't need to be near its source of copper ore, but the closer it is the quicker the miners will be able to collect copper ore.

HADES IS A FRIEND TO THE FOUNDRY. WHEN HE SANCTIFIES THEM, THEY BECOME MORE PRODUCTIVE.

Once a Foundry is working, it will send miners out to collect copper ore. Each miner will work on



mining a particular deposit of ore. The miners bring the ore back to the Foundry, where it is alloyed with tin that the Foundry has on hand to make bronze.

Bronze can be pounded into armor at an Armory, turned into sculpture at a Sculpture Studio, or exported. Make sure that the Foundry is connected by a road to the bronze's destination. If the building isn't connected, the Foundry's delivery-man will get stuck and won't be able to take his goods anywhere.



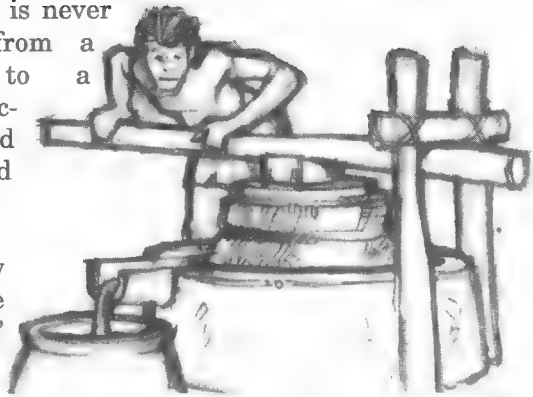
TIMBER MILL

**TIMBER MILL.** If there are forests on your land, you may be able to harvest trees for wood. Wood is used in Sanctuary construction, in trireme construction and can also be exported. To see if you can produce wood, click on the Raw Materials button. If you see Timber Mill listed, then you can harvest trees.

Make sure that the Timber Mill is connected to a road so that it can function properly. The Timber Mill doesn't have to be near a forest, but the closer the Timber Mill is, the more efficient it will be.

Once a Timber Mill is functional, it sends out lumberjacks to the forest to cut down trees. The lumberjacks haul the logs back to the Timber Mill where they are cut into planks. Once a load of planks is ready, the Timber Mill's ox cart will first take the wood to a Trireme Wharf that needs it. If you don't have any Trireme Wharves in need of wood, and you are exporting wood, the ox cart will then take the wood to a Trading Post or Pier. If you aren't exporting wood, or if the trading facility cannot accept it, the ox cart will take the wood to a Storehouse. Make sure that the Timber Mill is connected by a road to the wood's destination. Otherwise, the oxen will stand still, not knowing where to go.

By the way, wood is never taken directly from a Timber Mill to a Sanctuary construction site. The wood must first be stored in a Storehouse.



“That does it for raw materials that the earth provides,” Steropes said. “As you’ve seen, most of the raw materials are used in construction. Bronze, however, can be turned into other products. So, too, can grapes and olives. Athena and Dionysus have already explained how to grow grapes and olives (see page 41-43).”

Brontes and Arges clapped Steropes on the back. “Well done!,” Brontes said. “A fantastic explanation of raw materials! Of course, we Cyclopes are most well known for taking raw materials and fashioning them into something else, like lightning bolts. I’ll teach you to do the same.”

## WORKSHOPS

“To begin, click on the Industry Tab’s Workshops button. You’ll see a list of workshops that make finished goods. As long as you have access to the proper raw materials,” Brontes explained, “you can make these finished goods:

**OLIVE OIL.** To make olive oil, you’ll first need a supply of olives. You might be able to grow your own olives by planting a grove of Olive Trees and building a Growers’ Lodge. If you can’t grow your own olives, then you might be able to acquire some from the leader of another city.

In addition to olives, you of course need an Olive Press. To build an Olive Press, choose the



OLIVE PRESS

WORSHIP ATHENA, AND SHE MIGHT GIVE YOU OLIVES AND OLIVE OIL FROM HER OWN SACRED ARBOR

Industry Tab, and click on the Workshops button. From the list that appears, choose Olive Press.

The Olive Press needs to be built along a road to function. This road should be connected to the Olive Press' source of olives. If the Olive Press isn't connected to its source, it will never get olives, no matter how many the city has on hand. The Olive Press can receive deliveries of olives directly from a Growers' Lodge. It can also receive them from a Storehouse or, if you are importing the fruit, from a Trading Post or Pier.



*STEROPES, BRONTES AND ARGES INSTRUCT DEMOCRATES IN THE WAYS OF INDUSTRY.*

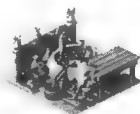
Once the Olive Press has workers and olives, it begins producing olive oil. You'll see your workers busy at the press, filling amphorae with the golden elixir. As they finish filling an amphora full of olive oil, the workers load it onto a cart. When the cart is full, a deliveryman from the Olive Press will look for a place to take his goods. If you are exporting olive oil, he'll first look for a Trading Post or Pier that is selling the commodity. If you aren't exporting olive oil, or if the city's Trading Posts and Piers cannot accept any more, the deliveryman will look for a Storehouse that is accepting olive oil. Make sure that the Olive Press' deliveryman can get to his destination via a road. If he can't, he'll remain frozen in place, just as if Medusa turned him to stone.

Once olive oil is stored in a Storehouse, oil vendors from the Agoras can come get the commodity to be distributed to the houses that want it. Everyone who's anyone in Greece uses olive oil, and commoners and elite residents alike crave the good. In fact, you cannot build elite housing until you have a supply of olive oil on hand.

WINE. The members of the elite class like to drink wine almost as much as Centaurs like to. Wine can also be exported to other cities.

To make the beverage, you first need a supply of grapes. You might be able to grow grapes by planting some Grapevines and building a Growers' Lodge. If your soil can't support Grapevines, then you might be able to acquire some from the leader of another city.

Of course, you also need a Winery to crush and ferment the grapes. Don't forget to build the Winery along a road so that it can function. A road must also connect the Winery to its source of grapes. A Winery can receive deliveries of grapes from a Growers' Lodge and a Storehouse. If you are



WINERY

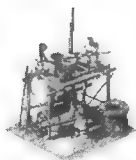
DIONYSUS LIKES TO SHARE HIS WINE WITH THOSE THAT WORSHIP HIM.

importing grapes, the Winery can also receive grapes from a Trading Post or Pier.

When the Winery has grapes and workers, the vintners begin to make wine. They pour the wine into jugs and place the jugs into a cart. Once the cart is full of wine, a deliveryman will bring the wine to one of the city's Storehouses or, if you are exporting it, to a Trading Post or Pier. When you are exporting wine, the deliveryman will always try to take his goods to the Trading Post or Pier first until it cannot accept any more. Then, he'll take the wine to a Storehouse. Make sure that the Winery is connected by a road to the wine's final destination. Otherwise, the deliveryman will stand still, not knowing what to do.

Once the wine is in a Storehouse, a wine vendor will pick it up from the Storehouse and bring it back to the Agora. Then, the Agora's peddler will distribute the wine to those that are asking for it.

**SCULPTURE.** Beautiful bronze sculptures provide just the right finishing touch to any Sanctuary. You can also export sculpture to another city.



SCULPTURE  
STUDIO

ARTISTS MAKE SCULPTURE  
FASTER WHEN  
HEPHAESTUS SANCTIFIES  
THEIR STUDIO

To make sculpture, you'll need a Sculpture Studio and a supply of bronze. To build a Sculpture Studio, click on the Industry Tab's Workshops button, and choose Sculpture Studio from the list. The Studio must be built along a road to function and must also be connected by a road to its source of bronze. A Sculpture Studio can receive bronze directly from a Foundry, if you have one, or a Storehouse. It can also receive bronze from a Pier or Trading Post if you are importing the metal.

Once the Sculpture Studio has artists and bronze, work on casting a sculpture begins. The artists melt the bronze and pour it into molds. Once the bronze has cooled, the sculpture is loaded onto an ox cart. If you are exporting sculpture, the ox cart's driver will look for a Trading Post or Pier

that is selling the good. If you are not exporting sculpture, or if no trading facility is accepting it, then the ox cart driver will bring the sculpture to a Storehouse. Make sure that the Sculpture Studio is connected by a road to the ox cart's destination. Otherwise, the oxen won't go anywhere.

"There is one other workshop," Brontes continued. "The Armory, which makes armor for your citizen soldiers, will be discussed in the Military chapter.

"By now you must be thinking, 'How will I ever keep track of all these industries, never mind my farms and other husbandry buildings?' Our previously silent partner here, Arges, will tell you how to keep an eye on your workers and goods."

#### MANAGING INDUSTRY AND LABOR

"A well-managed industry is a thriving industry," Arges began. "Zeus' thunderbolts would never get made if I wasn't around telling Steropes and Brontes what to do! You have a fair amount of say into what your workers do, too, and it all starts with setting their wages."

#### SETTING WAGES

"To set the wage rate you want to pay your workers, click on the Industry Tab. You'll see your current wage rate as well as how many drachmas you're likely to spend on wages for the entire year. You don't set a specific wage — after all, some jobs pay more than others. Instead, you set wages in relation to what your workers feel is fair. If you want to pay what your workers expect to receive, set the wage rate to Normal by using the Scroll buttons. If you want to pay your workers



**INDUSTRY TAB.** Adjust the wage rate by using the scroll buttons. You can also see how much money you are spending on wages along with how many people are currently employed and unemployed.

more than they expect to be paid, you can choose to pay them High or Very High wages. But, if you're frugal—or downright cheap—you can pay your workers less than they expect to receive. You can choose to pay them low wages, very low wages, or no wages at all! Be careful of being too stingy, though. Your city's workers are not likely to put up with poor wages for long, and you could become unpopular (see Popularity, page 159).

### LABOR

"Look just beneath the area where you set wages to see how many people are at work in your city," Arges continued. "You'll also see if there is any unemployment in the city."

### UNEMPLOYMENT

"Unemployment can be a serious problem. When there aren't enough jobs to go around, people tend to get upset with you. Luckily, there are several ways of dealing with unemployment."

"One of the better ways of solving an unemployment problem is to create new jobs by building new buildings. In fact, an unemployment problem could turn into an opportunity to expand your city. Be careful, though. Creating new jobs can be an expensive proposition. Not only do you have to spend money to build new buildings, you'll also have to pay all the new wage earners. You don't want your unemployment problem to turn into a debt problem."

"There is another way of solving an unemployment problem, and it's a way that many Cyclopes favor. If you have too many workers, you can force some of them to move out of the city by destroying their housing. After all, don't these people deserve a fresh start and an opportunity to earn a living in some other city?"

"Having a little bit of unemployment in the city can actually be a good thing. It gives you the flexibility to



**WORKFORCE ALLOCATION AND INDUSTRY STATUS.** Set a priority level for each job sector by using the scroll buttons. You can also turn a specific industry off completely by clicking on its name in the Industry Status report.

add industries and services to your city without worrying about whether or not you have enough workers.

“And that brings us to the second type of employment problem: the worker shortage.

### WORKER SHORTAGES

“Worker shortages can cripple a city. When buildings are understaffed, they are at best much less efficient. At worst, they won’t function at all. Frequently, worker shortages are caused by building up a city too fast.



Especially when your city is new, be careful not to build structures the city doesn't really need yet.

"One way to solve a worker shortage is to build more common housing to attract workers to the city. Remember that adding workers to your work force costs money, so make sure you can afford to pay the new workers before you bring them to your city.

"While you're waiting for more workers to come to the city, there are a few things you can do to help alleviate the problems caused by the shortage. You can always demolish buildings that the city doesn't really need. You can also adjust your work force allocation by clicking on the Magnifying Glass on the Industry Tab.







#### WORKFORCE ALLOCATION

"Workforce allocation allows you to prioritize the different work sectors in your city. The sectors that you deem to be of high importance will receive the workers they need before those sectors that you deem less important. On the left of each sector name is a pair of scroll buttons along with the sector's current priority. To the right of each sector name is the number of workers the sector needs and the number of workers it currently has. Adjust the priority level by using the scroll buttons. As you change the priority levels, you'll see the number of workers employed in each sector change. Setting a high priority to the sectors you think are important will help to ensure that they have the workers they need.

"You can also alleviate a worker shortage by shutting down entire industries. Below the work force allocation report, you'll see a list of the industries in the city. To shut an industry down, simply click on it. All the workers that were working in the industry will find jobs in other areas of the city. Just keep in mind that if you shut down an industry that produces a raw material, the workshop that needs that good might soon run out and won't be able to function. To reactivate an industry, click on it again.

## SEE INDUSTRY BUTTON

"There's one last thing you need to know about, Democrates," Arges said. "You can keep an eye — or two — on your industries and the problems they might be having by using the See Industry button on the Industry Tab. When you click this button, all non-industry buildings and walkers will be temporarily flattened so that only the industries and deliverymen remain. The industries that are having problems are marked with icons. The icons you will see are:

-  The building is about to catch fire.
-  The building is about to collapse.
-  The building doesn't have any workers.
-  The building is only partially staffed.
-  You've shut down this industry
-  The workshop lacks sufficient raw materials.

You'll also see if any of your deliverymen are stuck. Deliverymen can get stuck for a variety of reasons. If the storage facility to which he is taking his goods doesn't have enough employees, the deliveryman will stay put until the facility finds more employees. A deliveryman will also stand stone still if he cannot get to a location that can accept his goods because he is not connected to it by a road. He'll also stay put if the the city's Storage Yards, Piers and Trading Posts are already full or can simply no longer accept any more of the good."

"Well, Democrates," Brontes said. "It's been a real pleasure discussing industry with you. I hope you find our advice valuable." And with that, the three Cyclopes bid farewell to Democrates and lumbered on their way.



Democrates was admiring his bustling industries when a pair of beautiful youths, one male and one female, approached him. "You look to be fairly proud of your industries, Democrates," the girl began. Democrates nodded in assent. "And," the boy added, "you certainly have a lot of farms and other buildings producing plenty of food." Again, Democrates nodded and began wondering if these two youths had a point or were just making idle conversation. "Tell us this," the girl said. "What good are all the food and materials you're making doing you?" Democrates was stumped and managed only a half-hearted shrug in reply.

"You can make all the foods and goods in the world, but they won't bring benefits to anyone unless you distribute them!," the boy said. "Please allow us to introduce ourselves. I'm Ganymede, and this is Hebe. We are cup bearers to the gods on Mount Olympus. We make sure that the gods get the nectar and ambrosia that they need, and we can help you make sure that your citizens get the things they need, too. The first step is building some places that can store food and goods until you need them."

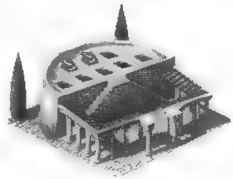
## GRANARY

"The food your city produces must first be stored in a Granary before your citizens can eat it," Hebe began. "To build a Granary, click on the Granary button on the Distribution Tab, and click on the spot in the city that you would like to build the structure. Make sure to place the Granary along a road so that it can function properly. Granaries are large, unsightly buildings that tend to attract varmints. People don't like to live too close to them. And, because of their size, they are susceptible to damage. Make sure a superintendent from a Maintenance Office (see page 89) passes by frequently.

"Once a Granary is fully staffed, it starts to accept food from Farms, Urchin Quays, Boar Hunter's Lodges, Dairies and Fisheries, provided that these buildings



DISTRIBUTION  
TAB



GRANARY

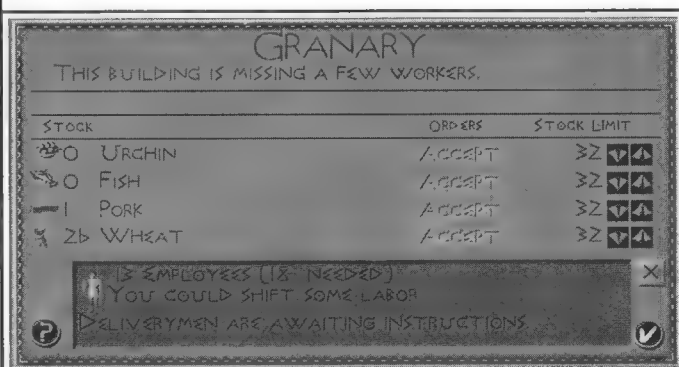
are connected to the Granary by a road. As food is dropped off, you will see it poking through the Granary's fill holes. You can get a good idea of how much food is stored in the Granary by checking to see how many of the Granary's fill holes have food in them. Once food is in a Granary, a food vendor can procure some for her Agora.

"For more specific information about the Granary, right-click on it. In the panel that appears, you'll see how many employees the Granary currently has. You'll also see how much food is stored in the Granary.

"Below this information is a list of all the types of food your city can harvest, or acquire from other cities, along with how much of each type the Granary is storing.

"If you would like, you can issue specific orders to a Granary regarding how much of each type of food to store. Next to each item, you will see a word or short phrase telling you how the Granary is currently handling the item. Clicking on this word or phrase will change it to another order. The orders you can issue are:

**ACCEPT.** When you first build a Granary, all of its orders are set to Accept up to 32 loads of food by default. When given this order, the Granary will



**GRANARY ORDERS.** Click on any order to change it, and use the scroll buttons to adjust the stock limit.

continue to receive any type of food until it is completely full.

You can limit the amount of a particular type of food that the Granary will accept by adjusting the stock limit. Use the scroll buttons located at the far right of the screen to change the limit. The Granary will continue to accept the particular type of food until it has reached the stock limit. Then, it will turn away any additional shipments of the food.

**GET.** Click on the word 'Accept,' and it changes to 'Get.' Tell the Granary how much of the food to get by adjusting the stock limit at the right. When you tell a Granary to get a particular kind of food, a deliveryman will go out in search of the food, looking in the city's Piers, Trading Posts and other Granaries. He'll continue to search until he has filled the Granary with the food up to its stock limit.

The deliveryman will get a food from just about anywhere. He won't, however, take food from a Granary that is also getting the same item, nor will he get food that is set aside to be sold at a Pier or Trading Post. The deliveryman is so intent on his task at hand that he is willing to leave the road to get the item he needs.

**EMPTY.** Click on the word 'Get' and it will change to 'Empty.' When you set an item to 'Empty,' the deliveryman will try to get rid of the Granary's entire stock of the food, no matter what the stock limit is. For most foods, this means that the deliveryman will try to find another Granary that can accept the item, or he'll bring it to a Trading Post or Pier that is selling the item. For wheat, the deliveryman will also see if there is a Horse Ranch in the city that can take it, or he'll try to take it to a Storehouse that is accepting it.

**DON'T ACCEPT.** Click on 'Empty,' and 'Don't Accept' will appear. When instructed not to accept an item, the Granary will refuse all deliveries of the food. A food vendor will still be able to retrieve food from the Granary, though. The stock limit has no bearing on this order, and adjusting it won't do anything. If you want to tell the Granary not to accept *any* item, click on the X button just below the Stock Limit Scroll buttons.

Clicking on 'Don't Accept' will change the order to 'Accept.'

"The Granary will carry out any of these orders, provided that it has a full staff of employees. If the Granary is too understaffed, it won't be able to send deliverymen out to retrieve or empty goods.

#### STOREHOUSE

"The Storehouse is a repository for finished goods and raw materials," Hebe said. "It does not store any of the food your citizens will eat. It can, however, store wheat, but any wheat stored here is used to feed horses, not people.

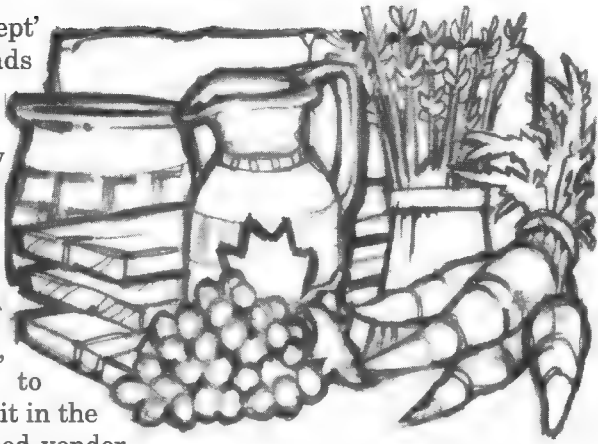
"To build a Storehouse, select it from the Distribution Tab. Decide where you want to build it, and click the mouse button to build the Storehouse. Make sure to build it along a road so that it can work properly.

"The Storehouse will accept deliveries from your workshops, raw materials producers, Piers and Trading Posts, provided that the Storehouse is connected to these buildings by a road.

"The Storehouse can also accept wheat from a Wheat Farm to feed horses at a Horse Ranch, but you'll need to issue the Storehouse a specific order to accept wheat.

"Storehouse orders are the same as Granary orders. By default, the Storehouse is instructed to 'Not Accept' wheat. If you want the Storehouse to accept wheat,

click on 'Not Accept' until it reads 'Accept.' You can also tell the Storehouse how much wheat to accept by adjusting the stock limit. If wheat is a major source of food in your city, be careful not to store too much of it in the Storehouse. A food vendor



from the Agora cannot take wheat from a Storehouse; she can only take wheat from a Granary.

"Now that you have places to store the city's food and goods, you need a way to get those items to the people who need them," Hebe continued. "Ganymede, why don't you tell good Democrates what he needs to know to make sure that his people are well fed and have all the possessions they desire?"

### AGORAS AND VENDORS

"Foods and goods certainly look nice stored away in Granaries and Storehouses," Ganymede said. "But, they won't do anyone any good sitting in those buildings. To distribute these foods and goods to your citizens, you need to build an Agora.

"There are two types of Agora: the Common Agora and the Grand Agora. Both Agoras host vendors that seek out the food and goods that the city's residents need. The Common Agora can host up to three Vendor's Stalls, and the Grand Agora can host up to six.

"To build an Agora, select the Distribution Tab and click the Agora button. To build the Common Agora, choose it from the list that appears when you click the Agora button. A red footprint of the





Common Agora will appear. One of the long sides of the Common Agora needs to be placed over a road. You also need to make sure that there is enough clear land on the side of the road to accommodate the Vendor's Stalls. Position the Common Agora over a road, and when you see a green ghost of the Common Agora, click the mouse button to build it.

"To place a Grand Agora, choose it from the list that appears when you click the Agora button. You will see a red footprint of the Grand Agora appear. The Grand Agora has a road that runs through the center of it lengthwise, which must be placed over an already existing road in your city. An ideal spot is a somewhat long road that has nothing built on either side of it. When you've found a good spot, the Grand Agora's footprint will turn into a green ghost. Click the mouse button to set the Grand Agora in place.

"Once an Agora is in place, you need to add Vendor's Stalls. The six Vendor's Stalls are the Food Vendor's Stall, Fleece Vendor's Stall, Oil Vendor's Stall, Arms Vendor's Stall, Wine Vendor's Stall and Horse Trainer's Stall. Each Stall sends out a vendor to find the good that the Stall sells.

"To build a Vendor's Stall, select the one you would like to build from the list that appears when you click the Agora button. Then, position the red footprint of



the stall over the Agora. When you see a green ghost of the stall, click your mouse button to place it. Once the Vendor's Stall has workers, it will begin sending out vendors.

The Oil Vendor's Stall, Fleece Vendor's Stall, Armor Vendor's Stall and Wine Vendor's stall each work in a similar manner. The vendors from each of these stalls search for the item they need in a nearby Storehouse. They will also pick up imported goods from a Trading Post or Pier. If a good stored in a Trading Post or Pier is set aside for sale, the vendor will not touch it.

"The food vendor procures her supplies from a Granary. She'll also pick up imported food from a Trading Post or Pier. If the food stored in a Trading Post or Pier is going to be exported, she'll leave it alone. She also won't touch wheat stored in a Storehouse. That wheat is meant for horses, and no self-respecting person would eat horse food!

"The horse trainer goes straight to a Horse Ranch to pick up horses. You can't store horses in a Storehouse, Trading Post or Pier. Think of the mess they would make!

"Once a vendor returns to the Agora with supplies, a peddler will emerge from the Agora and make his way through the city's streets. As he passes by houses, he sells the residents inside whatever supplies they need, provided, of course, that his Agora has them in stock.

"For a closer look at an Agora, right-click on it. In the screen that appears, you'll see buttons for each of the items the Agora can sell. The current inventory of each item is listed, along with what the Agora is currently doing with the good. If the vendor is having trouble getting the supply he or she needs, the reason for the problem will be listed here. You can also click on the item's button to give specific instructions to the vendor that procures that item. Here are the things you might see listed on each item's button:

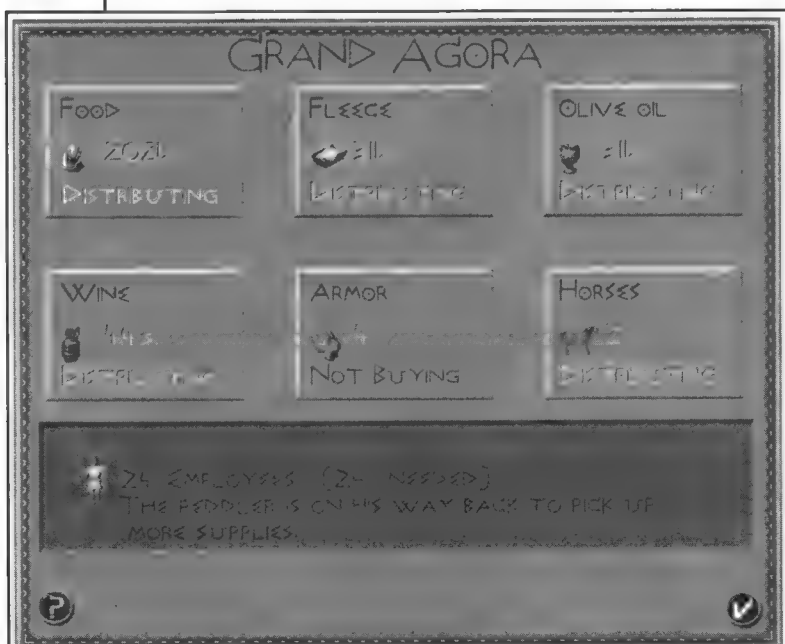
**NO VENDOR.** If you haven't built a vendor for a particular item, then 'No Vendor' will appear.

**BUYING.** The word 'Buying' appears if the Agora currently does not have any of the item on hand, but a vendor has gone to pick up the item.

**NO GOODS.** This appears when the Agora has not yet sent out a vendor to pick up the item.

**NOT BUYING.** The vendor will stop buying items if you forbid him or her to do so. To tell a vendor not to buy an item, click on the item's button until you see 'Not Buying' appear. Click the button again to tell the Vendor to resume buying the item.

**NO SUPPLY.** This appears when a vendor wants to buy an item but cannot find a source for it.



**AGORA STATUS.** When you right click on an Agora, you can see how much of each item the Agora has on hand, along with the item's current status.

**TOO DISTANT.** If the facility storing the supplies a vendor needs is too far away from the Agora, 'Too Distant' will be displayed.

**STOCKPILED.** This appears when you are stockpiling an item. When you are stockpiling, a vendor cannot procure new supplies of the item, but the Agora's peddler can continue to distribute the item if it has any on hand.

**DISTRIBUTING.** When 'Distributing' appears, the Agora's peddler is selling the item to houses, and the item's vendor is busy making sure that the Agora has plenty of the item on hand.

**NO LABOR.** If the Vendor's Stall does not have enough employees to function, 'No Labor' will appear.

"Even though vendors and peddlers buy and sell items, you won't see any of the money. The Agora business is a private one, and the city's coffers do not profit from it at all."

"If you want a closer look at your peddlers' and vendors' activities, click on the See Distribution button. When you do, most of city's buildings will temporarily flatten, and you'll see all your Agoras, peddlers and vendors. You'll also see the city's housing. Above each house, you'll see pictures of all the items it can store. If the picture has a red flashing background, it means that the house is about to or has already run out of the good, which could cause the home to deteriorate (see page 29-35). If a particular neighborhood of houses is about to run out of all of its items, it might be time to build another Agora nearby. If a neighborhood seems to be having trouble getting one particular item, you might want to visit the appropriate vendor to see if he or she is having difficulty finding a supply of the good."

As Ganymede finished telling Democrates about the See Distribution button, the wind began to pick up. It blew harder and harder until a man came spinning out

of the sky. This was no ordinary man. This was Aeolus, god of the winds, worshiped by traders on the high seas in the hopes that he will grant them favorable winds.

"Greetings, Hebe and Ganymede," Aeolus said heartily. "How are things on Olympus? I hear that Hera is in a tizzy again!" "When is Hera not in a tizzy?" Hebe replied. "Of course, you can't really blame her. It must be hard to be married to a god who is so fond of . . . well, let's just say it must be hard to be married to Zeus and leave it at that!"

Aeolus chuckled and said, "Well, Democrates, now that you know what there is to know about distributing goods to your own city, it's time to learn how to distribute your goods throughout Greece and how to receive supplies from other cities."

### TRADE

"It's fairly easy to trade with another city. You simply build a Pier or Trading Post for the city in question, and trade ships or trade caravans will begin frequenting your city.

"You can't trade with every city, though. You can only trade with allies, colonies and vassals. But, just because these cities can trade with you doesn't mean they will trade with you. You need to maintain good diplomatic relations (see page 170-178) with the leaders of ally, vassal and colony cities, or they will refuse to trade with you. Even with good diplomatic relations, extenuating circumstances can disrupt trade from time to time.

Your rivals have no interest in your goods — or at least they have no interest in paying you for them — and will not buy them from you. They also will not sell you any goods.

"To see which cities will trade with you, visit the World Map (see page 167) by clicking on the View Pan-Hellenic World button. You'll see paths drawn



AEOLUS GUIDES A TRADE SHIP STRAIGHT INTO TROUBLE. HE'S USUALLY MUCH MORE HELPFUL.

between your city and the cities that will trade with you. If the path is blue, then the city will trade with you via water. If the path is reddish-brown, then the city will trade with you by land.

Click on a city to see which items it wants to trade with you. You'll see how much of each item it will trade with you in a single year, and how much the city has already bought from or sold to you.

### TRADING POST AND PIER

"Once you've decided the city with which you want to trade, build a Trading Post or Pier to serve it.

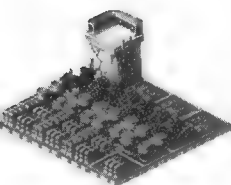
"To build a Pier or Trading Post, click on the Distribution Tab, and then click on the Trade Buildings button. You'll see listed the Trading Posts and Piers for all the cities that can trade with you.

"To build a Trading Post, select one from the list provided and pick the spot in your city where you would like to build the structure. Provided that the land you pick is clear, you'll see a green ghost of the Trading Post. Click the mouse button to put the Trading Post in place.

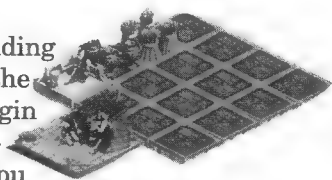
"Piers must be built along a straight section of coastline. When you choose the Pier you'd like to build, you'll see a red footprint of the building. Guide the footprint to the shoreline, and when the footprint turns into a green ghost of the building, click your mouse button to set the Pier in place.

Piers and Trading Posts both need be placed along a road so that they can work properly. They also need regular visits from a superintendent from a Maintenance Office.

Once you have built a Trading Post or Pier, traders from the corresponding city will begin visiting. They won't actually trade anything with you



TRADING POST



until you've instructed your Trading Post or Pier to trade something.

### BUYING AND SELLING

To buy and sell items, right-click on a Pier or Trading Post. In the screen that appears, you'll see the name of the city that conducts its trade at this particular trade facility. Below the city's name, you'll see a list of the goods that it is willing to buy from or sell to you. Along with how much of each good the trading facility currently has in stock, you'll also see the price of each good.

### IMPORTS

"The first items you'll see listed when you right-click a trading facility are the goods that you can import from its city. To begin buying a good, click the button that reads, "Not Buying," and it will change to "Buying." Then, tell the trading facility how much you want to purchase by setting the stock limit.

**TRADING POST: ATHENS** ◀ ▶

THIS BUILDING HAS ALL THE WORKERS IT NEEDS.

STORING 27 LOADS. SPACE FOR 33 LOADS.

STOCK	PRICE	LIMIT	TRADED SO FAR THIS YEAR
<b>IMPORTS</b>			
84 DR	MARBLE	NOT BUYING (up/down arrows)	20
8	OLIVE OIL	BUYING (up/down arrows)	1
<b>EXPORTS</b>			
30 DR	WHEAT	SELLING (up/down arrows)	35
160 DR	WINE	NOT SELLING (up/down arrows)	58

24 EMPLOYEES (24 NEEDED)

DELIVERYMEN ARE GETTING GOODS TO EXPORT. ◀ ✔

**TRADE ORDERS.** Right-click on a trading facility to issue trade orders for a particular city. You can use the scroll buttons located at the top right to cycle through your other trading facilities.



“When a trade ship or caravan arrives, the trader will sell you as much of the item as he can, up to the stock limit you’ve set. Keep in mind that the trader might not be able to meet the stock limit you have set. Trade ships and caravans can carry only a limited supply of goods on each trip, so the trader might not have enough of the good on hand to meet your stock limit. Or, the trader might have already sold you the full amount his city is willing to sell to you for the year.

“As the trader drops off goods in a Pier or Trading Post, you’ll see the cost of the items deducted from your treasury. Once the trader is done and has gone on his merry way, deliverymen from the Pier or Trading Post will immediately begin distributing the newly imported goods. If the item is a raw material, the deliverymen will try to find a workshop that needs the good. Similarly, if you have imported wheat, the deliverymen will look for a Horse Ranch that needs it. Otherwise, the deliverymen will look for a Storehouse that can accept raw materials and finished goods, and look for a Granary that can accept food. Vendors from the Agora can also pick up imported goods from Piers and Trading Posts.

“Some words of caution: because the deliverymen are so efficient, it can be easy to import a lot more of an item than you actually need. When a trader sells you an item, he doesn’t care how much of the item you might have stored in other facilities in your city. He only cares how much is currently stored in the Trading Post or Pier dedicated to his city. If the Trading Post or Pier is storing less than its stock limit, the trader will sell you his wares, no matter how much of a good you might have stored elsewhere.”

#### EXPORTS

“Below the items you can import at the given trading facility are the items you can export. To tell the trading facility to begin exporting, click the button that reads, ‘Not Selling.’ When you do, it will change to ‘Selling.’ Then, specify how much of the item you



would like to regularly keep on hand in the trade facility for export. The trading facility's deliverymen will do everything they can to make sure that it always has its stock limit on hand.

"When the trader arrives, he'll buy as much as he can carry. As he purchases items, you'll see the money he pays added to your treasury. Once the trader leaves, deliverymen will try to replenish any stocks that have dipped below the stock limit.

"Once an exportable item is in a Trading Post or Pier, it can only be sold to a trader, provided that the trading facility has been instructed to do so. The items can no longer be used by the city for any other purpose. Because of this, it's important to keep your city's needs in mind when setting a stock limit. Make sure you don't set the stock limit so high that industries grind to a halt do to lack of raw materials, or housing deteriorates because the items they need are reserved for export only."

"I know I've already been long-winded enough," Aeolus said, "but there are just a few more things you need to know about Distribution."

### MANAGING DISTRIBUTION

"You have a few means at your disposal to keep track of all the goods in your city," Aeolus said. "When you click on the Distribution Tab, you'll see an inventory of all the goods and food stored in your city, except the items that have been set aside in a trade facility to be sold. You'll also see which goods you are importing and exporting. Click on an item to begin stockpiling it. The item will appear in yellow, indicating that it is being stockpiled.

When an item is being stockpiled, it cannot be used by industries, sold to traders nor used to build Sanctuaries. Vendors from the Agora also cannot procure any of the item. Agora peddlers can, however, continue to distribute the item if the Agora has any in stock. Stockpiling can be useful if you need to store up some goods to send to another city, place a Sanctuary or attract a Hero.

"To stop stockpiling an item, click on it again. It will again appear in blue, and the item can be used freely again.

"To keep an eye on all your distribution structures, click the See Distribution button. Most of the buildings in the city will be temporarily flattened, and you'll see all your Agoras, Storehouses, Trading Posts and Piers, along with the vendors, peddlers and any deliverymen from the buildings. And, as Ganymede and Hebe already told you on page 73, you'll also see the city's houses. Above each house, you'll see pictures of the goods that the house can store. If the house has plenty of the item on hand, the picture's background will be green. The picture's background will be red and flashing if the house is running low on or about to run out of a good.

“Click on the Magnifying Glass button to see how much each good costs throughout Greece. Every good that can be traded is listed, along with its price. You’ll also be able to see whether or not you can import or export a good. If you are already trading the good, the city with which you are trading it will be listed. Click on the city name to visit its trading facility. If you are trading the same item with more than one city, clicking on the More button will show you the other cities.

“Well, Democrates, it’s time for me to breeze out of here. Good luck,” Aeolus said, “and when fair winds are blowing, remember me!”



# HYGIENE AND SAFETY

The gods had indeed been kind to Democrates. They had shown him how to make the most of his land and the people that live upon it. People seemed happy enough collecting their wages and receiving food and goods from the Agora. A sunny smile spread across Democrates' face as he walked through his bustling city's streets. His smile quickly faded when a coughing, wheezing old man came up to him. "Can you tell me the way to the Growers' Lodge?" the old man rasped, choking between every word. "It's over there by the Granary," Democrates replied. "And, cover your mouth when you cough!" As the old man hobbled away, Democrates looked around him and realized that a lot of people were coughing and didn't look well in general. Just then, someone bumped into Democrates, nearly knocking him over. "Watch where you're going, clumsy!" Democrates barked. "So sorry, your eminence," the young man said as he scurried away. "What is it with people in this city today," Democrates sighed to himself. "I need a drink of wine!" Democrates reached for his money bag, but it wasn't hanging from its usual spot on his belt. "That's funny. I know I didn't leave it in my other chiton . . ." Democrates retraced his steps in his mind and then stopped, slapped his forehead and exclaimed, "I've been robbed!"

Democrates sat down in front of an Agora to ponder his latest problems. As he mulled them over, he heard a rumbling coming from behind him followed by a huge crash. The Agora had collapsed! With a heavy sigh, Democrates held his head in his hands and began wishing for the good old days of pursuing death-defying adventures. As he bemoaned his latest troubles, he felt a gentle tap on his shoulder. "Certainly it can't be as bad as all that, Democrates," a gentle voice said. Democrates looked up to see the goddess Hygieia standing before him. As Democrates was thinking how lucky he was to receive so much attention from the immortals, Hygieia said, "I can help you solve one of your problems. If you do as I say, you won't have to



HYGIENE/SAFETY TAB

worry about strange old men coughing on you anymore.”

## HYGIENE

“To prevent old men — or anyone else for that matter — from getting sick, you need to make sure that hygiene practices in the city are up to snuff,” Hygieia explained. “People need two things to practice good hygiene: they need to eat regularly and they need a visit from a healer. It’s important that as many people as possible in your city receive these two things. If one area of the city isn’t practicing good hygiene, it can have an effect on the rest of the city.”

## INFIRMARY

“An Infirmary employs healers that make sure that people are practicing good hygiene and aren’t using any risky home remedies. To build an Infirmary, click on the Hygiene/Safety Tab. Then, click on the Infirmary button. When you build an Infirmary, keep in mind that people don’t want to live too close to it. People think of Infirmaries as germ-ridden places, and while they want to live close enough to one to receive visits from the healer, they don’t want to live right next door.”

“To function properly, an Infirmary must be built along a road. Once it has a staff, healers will begin



INFIRMARY



roaming the city's streets, ensuring that the residents of the houses they pass are healthy.

"As long as you provide healers and food for your people, they will continue to practice good hygiene. If, however, you fail to provide these two things, a plague could break out almost anywhere in the city.

### PLAGUE AND INFECTED HOUSING

"The plague is an insidious ailment," Hygieia explained. "It strikes quickly, and it can infect different parts of the city at the same time. Once plague breaks out, there is nothing you can do except let it run its course.

"Some of the residents of a house infected with plague will perish and join Hades and Persephone in the Underworld. The infected house will then be quarantined for a few months to ensure that no one else catches the pestilence. No one will be allowed to move in the house until the quarantine is lifted. The people still living in the house will continue to receive services from the city.

### SEE HYGIENE BUTTON

"To make sure that all your city's residents are receiving the healthcare that they need, click on the See Hygiene button. When you do, you'll see all your healers, Infirmaries and the city's houses. Each house will have a column in front of it that shows how recently a healer has passed by. You'll also see a symbol above each house that indicates that the house's residents ate well in the previous month. If you notice a particular area in the city whose residents haven't eaten well in the last month or who haven't received healthcare from a healer, you should take steps to remedy the situation. Don't let one area of the city drag the hygiene of the entire city down.

"I must leave you now, Democrates," Hygieia said. "Hephaestus has hit his thumb with his hammer, and

IF YOU WORSHIP APOLLO,  
HE CAN HELP TO PREVENT  
PLAGUE FROM BREAKING  
OUT IN YOUR CITY.



I must tend to him. Perhaps we'll meet again one day." With that, the goddess disappeared.

"My, that's a lovely pin you're wearing to hold your chiton closed," Democrates heard a voice say. "Greetings, Democrates! I am Autolycus, son of Hermes and grandfather of Odysseus. Perhaps you've



AUTOLYCUS TELLS DEMOCRATES ALL ABOUT THEFT, A TOPIC WITH WHICH HE IS WELL ACQUAINTED.

heard of me?" Democrates shook his head and said, "I'm afraid not." "You haven't? Well, no matter," Autolycus said. "I've been around the block a time or two, and I've come to learn a lot about unrest and outlaws. Here's what you need to know," Autolycus said as he draped his arm around Democrates' shoulders.

#### UNREST, DISGRUNTLED CITIZENS AND OUTLAWS

"Here's a little tip that every leader should know," Autolycus said. "Even though you're the most powerful person in the city and can boss people around, you can only push people so far. If you don't treat your citizens well enough, you'll become unpopular and feelings of unrest will grow.

"Your citizens don't ask for much, really. They just want the basics: a nice place to live, food to eat and a job. They also like to get paid and taxed fairly. They don't like it when you go into debt, because it means that they might not be paid. And, while they are all eager to do their duty to you, they don't want to always be away from their homes, mustering for war.

YOU CAN WORSHIP  
DIONYSUS TO PREVENT  
UNREST FROM DEVELOPING  
IN YOUR CITY.

"If you fail to meet their expectations, some citizens might become disgruntled, or even become outlaws. Disgruntled citizens don't really cause much trouble; they're just loud and boisterous. The are, however, a sign that things could get worse if you don't take steps to quell unrest in their neighborhood.

"Outlaws are more dangerous than disgruntled citizens. Muggers attack innocent people milling around your streets and might even kill a few. If you see muggers on your streets, it's a sign that unrest is getting fairly high in the neighborhood.

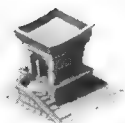
"Then, there's the thief, my personal favorite. Thieves, dissatisfied with their lot in life, will steal goods and food from an elite house. The elite house could deteriorate if a peddler from an Agora doesn't replenish its supplies.

"Finally, vandals are the most destructive and dangerous of all the outlaws. They find a elite houses and raze it completely. The residents of the elite house will be forced to emigrate or find another place to live.

"Once one of these disgruntled citizens or outlaws hits the street, the only thing that can stop him is a nobleman from an elite house who will defend his home and person or a watchman from a Watchpost."

#### PREVENTING UNREST AND THE WATCHPOST

"Treating your people the way they want to be treated is the best way to remain popular and to minimize unrest. If unrest becomes a problem in some areas of your city, build a Watchpost. Watchposts send watchmen to patrol the streets. As they pass by houses, they keep the people inside in line and reduce the chance that an outlaw will emerge from the home.



WATCHPOST

"To build a Watchpost, click on the Hygiene/Safety Tab, then click on the Watchpost button. A Watchpost needs to be along a road. Once the Watchpost has employees, it will begin sending out watchmen on patrol.

#### SEE UNREST BUTTON

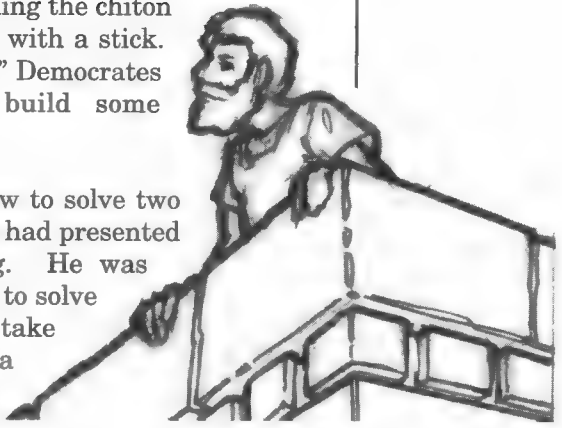
"To keep track of the levels of unrest in your city, use the See Unrest button. When you click on the button, most of the city's buildings will flatten. You'll see the city's houses, Watchposts, watchmen, noblemen and any disgruntled citizens and outlaws. In front of each house is a column. The higher the column, the greater the chance that an outlaw is fomenting some kind of plot inside. As a watchman walks past the houses, you'll see the column shrink.

"That's all there is to know about unrest, disgruntled citizens and outlaws," Autolycus said. "I should be getting on my way now." Democrates graciously thanked Autolycus for the information and bid the man a fond farewell. As Autolycus' figure faded into the horizon, Democrates looked down at his chiton.

The fine pin that was holding the chiton closed was gone, replaced with a stick. "Robbed twice in one day!" Democrates thought. "I'd better build some Watchposts right away."

Democrates now knew how to solve two of the three problems that had presented themselves that morning. He was reflecting on the best way to solve the third problem, how to take care of buildings, when a great chariot came barreling down the street.

"Whoa there, Nelly! Whoa!" the young man driving the chariot shouted to his steeds as he struggled to stop the chariot. The youth leapt down from his seat and vigorously shook hands with Democrates. "I'm Phaeton," the young man said. "The last time Helios let me drive his sun chariot, I almost set the whole world on fire. I know a lot about the things that destroy buildings, and I can tell you how to protect them."



### HAZARDS AND THE MAINTENANCE OFFICE

"Two hazards threaten your city's buildings: fire and collapse. Most buildings are at risk for at least one of these two hazards. The best way to prevent a building from collapsing or catching on fire is to make sure that it is inspected regularly by a superintendent. Superintendents work at the Maintenance Office.

"To build a Maintenance Office, click on the Hygiene/Safety Tab, then click on the Maintenance Office button. Make sure that it has access to a road so that it can function properly.

"Once the Maintenance Office has a staff, it begins to send out superintendents who repair any structural damage in the buildings that they pass and teach the workers inside the buildings all about fire prevention.



MAINTENANCE  
OFFICE

WANT TO PREVENT  
FIRE FROM STRIKING  
YOUR CITY? BUILD  
HEPHAESTUS' FORGE.  
HEPHAESTUS WILL PRE-  
VENT FIRES FROM BREAK-  
ING OUT

"If a fire does erupt in one of your buildings, all is not yet lost. A superintendent will rush over to the burning building and try to put the fire out. If he succeeds before the building is completely engulfed in flames, then the buildings will be saved. If he fails, then the building will be lost.

"Once a building collapses, it's completely destroyed. There is nothing a superintendent can do about it.

### SEE HAZARDS BUTTON

"To see which of the city's buildings might be susceptible to a hazard, click the See Hazards button. When you do, you'll see the city's superintendents hard at work. You'll also see columns in front of each of the city's buildings. The higher the column, the greater the chance that some cruel fate is about to befall the building. As superintendents walk past buildings, you'll see the column in front of them shrink.

"If all the buildings in one particular area of your city have high columns in front of them, you might want to consider building a Maintenance Office in the area. Otherwise, those buildings might not be around much longer."

With that, Phaeton climbed back aboard his chariot. "Maybe if I get the hang of driving this chariot on the ground," Phaeton said, "Helios will let me try driving



the sun chariot across the sky again! Good luck, Democrates.” Phaeton called to his horses, and the chariot went careening down the street at a frightening rate of speed.

As Phaeton sped away, Democrates again began thinking how nice it would be to have a drink of wine. He’d even settle for a nice, cool drink of water, but he realized that his city didn’t have any Fountains. “Maybe Poseidon will visit me and tell me how to get water to my citizens, though it would be nice if once, just once, I could figure some of this stuff out for myself,” Democrates thought. “Maybe you can figure out something else,” a woman said, “because we’re here to solve your water riddle.” Democrates looked up to see ninety-nine women standing before him. “We’re the Danaids,” one of the women said. “We’ve come from the Underworld, where we are cursed to pass our days trying to put water into jugs that have holes in them, to tell you about drinking water.”

## FOUNTAIN

“The city’s common housing (see page 29-30) needs a supply of water from a Fountain in order to evolve. Elite houses have their own source of water on site, so they don’t need water from a Fountain.

“To build a Fountain, click the Fountain button that you will see when you select the Hygiene/Safety Tab. Make sure that the Fountain is along a road.

“Once the Fountain is staffed, it sends out water bearers to bring water to nearby common housing.”

## SEE WATER BUTTON

“To see your water bearers at work,” one of the Danaids continued, “click the See Water button. When you do, most of the city’s buildings will be flattened. You’ll see your Fountains, plus the water bearers roaming around your city. You’ll also see the city’s housing. In front of each house is a blue column. The



FOUNTAIN

higher the column, the more recently a water bearer has visited to fill up the house's water jugs.

"That's all you need to know about water," the Danaid said. "By the way, Democrates, you wouldn't happen to have ninety-nine drachmas and some pork on you? Charon is really strict about his fare, and we'd like to feed Cerberus something for being such a good puppy." Democrates regretfully replied that he had no money to spare and began relaying his tale of woe from the morning. The Danaid stopped him and said, "Please don't whine to us. We've killed men for less." With that, all ninety-nine Danaids began their long trek back to the Underworld

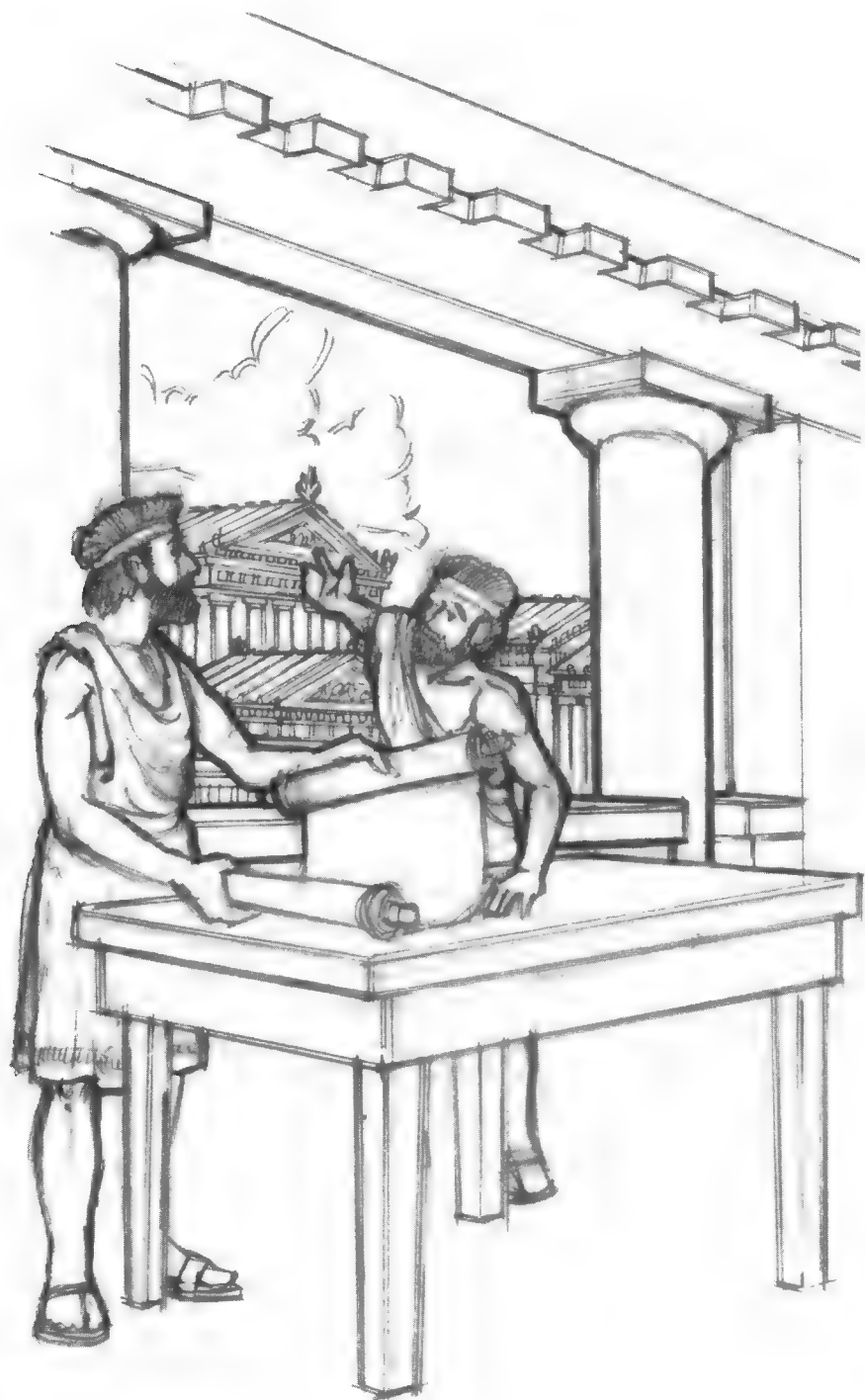
### MANAGING HYGIENE AND SAFETY

To keep track of all the hygiene and safety issues in his city, Democrates collected some information and had it displayed when he clicked on the Hygiene/Safety Tab. He could see how good the city's hygiene was along with how much unrest there was in the city. For more information, Democrates clicked the Magnifying Glass button. The top section of the panel that appeared told Democrates all about hygiene in his city. It described the city's current hygiene level along with how likely it was that a plague would strike. It also displayed information regarding what portion the city's homes had been visited by a healer recently and what portion of its residents ate in the last month. Democrates could also see if any plagues had broken out recently.

The safety section listed the number of Maintenance Offices and Watchposts working in the city. It also reported which crimes had occurred recently.







As he looked around his city, Democrates felt a warm glow. Everything was running smoothly. Those that wanted jobs had them, everyone was healthy and he was very popular throughout the city. And, he was expecting a visit from his dear friend and fellow adventurer, Theseus.

When Theseus arrived, he took a good look around Democrates' city. "Not bad," he said, "but it has a way to go before it can match my Athens. So, what kind of a tax rate are you charging these days?" Democrates replied that he wasn't collecting taxes. "Not collecting taxes?!" Theseus exclaimed. "How do you expect to pay for all the things that you need if you don't collect taxes? Trust me, your people will be more than willing to pay their fair share for the things that they want, you just need to ask them. They are all also willing to fight for you. But, before your people will pay taxes or fight for you, they need a touchstone, something that will remind them of the city's glory. That touchstone is the Palace."

## PALACE

"To build a Palace, click on the Administration Tab, then click on the Palace button. You'll see a red footprint of the building appear. You can rotate this footprint by pressing the 'r' key. Decide where you want to build the Palace, and if the footprint has turned into a green ghost of the building, click the mouse button to build it. Make sure that the Palace is located along a road. Also, the city can have only one Palace.

"People love to live near the Palace. It is one of the most attractive buildings in town, and living near the seat of government makes people feel important

"As soon as the Palace is built, some of the men in your city will organize themselves into military companies, provided that you've developed housing enough. You'll see the companies' standards surrounding the Palace. For more on the your citizen soldiers, see page 135.



ADMINISTRATION TAB

"You'll also be able to begin collecting taxes once you have a Palace. In addition to a Palace, you'll also need some Tax Offices to collect what people owe you.

### TAX OFFICES

"While you need to have a Palace in order to collect taxes, clerks from Tax Offices are the ones who actually go door-to-door collecting the money.

"To build a Tax Office, click on the Administration Tab, and then click on the Tax Office button. Make sure that the Tax Office is along a road so that it can function.



TAX OFFICE

"Once the Tax Office has some employees, it will begin sending out clerks to register surrounding homes for the tax and to collect money every month.

### SETTING THE TAX RATE

"When you click the Administration Tab, you'll see the city's current tax rate displayed. To adjust the tax rate, use the Scroll buttons. Your people consider a normal tax rate perfectly acceptable and are willing to pay it. If you want to charge your people more, you can set your tax rate to high, very high or outrageous. Raising taxes can be a good way of generating extra revenue in a pinch, but your popularity will dwindle if you continue to charge a high rate.

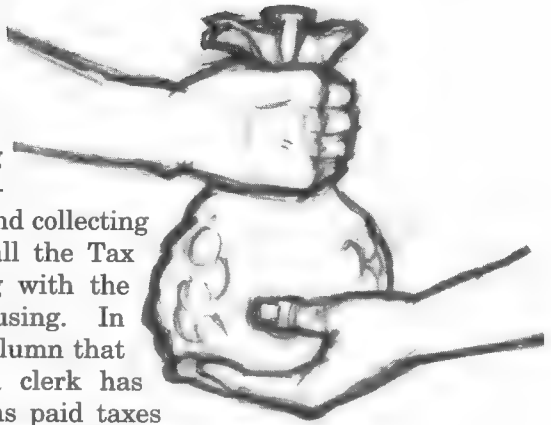
"If you are feeling generous, you can also charge a lower tax rate than what is expected, or you can choose not to collect taxes at all! Charging a below average tax rate will help endear you to your people.

"When you pick a tax rate, you'll see how much revenue it will generate. You'll also see the percentage of your population that is registered for the tax, and how much more money your clerks could be collecting if everyone in the city was registered for the tax. If not all of your people are paying taxes, you might want to build additional Tax Offices. To see which of your residents are getting off easy, use the See Taxes button.

TO REALLY RAKE IN THE TAX DRACHMAS, BUILD THE GATES OF HADES. WHEN HADES SANCTIFIES TAX OFFICES, THEY COLLECT MORE TAXES FROM THE NEIGHBORING HOMES

### SEE TAXES BUTTON

"When you click on the See Taxes button, you'll see your clerks walking through the streets, registering people for the tax and collecting money. You'll also see all the Tax Offices in the city, along with the Palace and the city's housing. In front of each house is a column that indicates how recently a clerk has passed by. If a house has paid taxes that year, you'll also see a stack of coins indicating how much money the clerk has collected from the house. Hold the cursor over the house to see exactly how much money it has coughed up.



"If you notice that certain neighborhoods in your city are not being passed by a clerk and haven't been paying taxes, you might consider building a Tax Office in the area.

### TAXES, HOUSING AND APPEAL

"There are two more things you need to know about taxes, Democrates. Firstly, people who live nice houses pay more taxes than those that live in more run-down houses. Secondly, people who live in areas of high appeal (see page 153) pay more taxes than those that live in areas of low appeal. People who live in areas that have high appeal appreciate the beauty that surrounds them and are willing to pay you more money. To maximize your tax drachmas, make sure you have as many people as possible living in good housing surrounded by beauty.

### INCOME AND EXPENDITURES

"Now that you know how to collect taxes," Theseus continued, "it's probably a good time to review how to run a profitable city. There's only one rule: earn more than you spend.

"You can see at a glance how your city is doing financially by clicking on the Administration Tab. You'll see if the city has made or lost money so far for the year. The total amount of money in your coffers appears at the top of your screen.

"If your finances aren't as good as you think they should be, click on the Magnifying Glass button. You'll see a list of all your sources of income along with all of your expenditures. You'll see how much money you have earned and spent for the year, and the balance sheet from the previous year.

"You can earn money from exports sold, taxes collected, tribute received, gifts received and mined silver. All of these sources of money can be quite lucrative, but you have a little more control over some of them than you do over others. Taking control of as many sources of income as you can will help you run a profitable city.

CITY FINANCES		
	LAST YEAR	SO FAR THIS YEAR
INCOME		
TAXES IN	2232	1539
EXPORTS	1350	2690
GIFTS RECEIVED	1800	1800
MINED SILVER	0	0
TRIBUTE RECEIVED	0	0
TOTAL INCOME	5382	6029
EXPENSES		
IMPORT COSTS	2340	2640
WAGES	1308	944
CONSTRUCTION	1280	323
BRIBES/TRIBUTE PAID	0	0
GIFTS AND AID GIVEN	0	0
TOTAL EXPENSES	4928	3907
NET IN/OUT FLOW	454	2122
BALANCE	1162	3284

**CITY FINANCES.** Click on the Magnifying Glass button on the Administration Tab to take a closer look at the city's finances. You can keep track of how the city is spending and earning money.

"You can exert the most control over tax income. To make the most of your tax income, see to it that most — if not all — of your citizens are registered for the tax, especially those in elite housing since they pay more. You can also boost tax income by increasing the appeal of the city's neighborhoods. Of course, you can always increase the tax rate, but keep in mind that your city's residents won't think much of you if you do, and your popularity (see page 159) could plummet and unrest could grow.

"You also have a fair amount of control over exports. While you can't decide which goods you can sell, you can take steps to ensure that you are exporting as much as you can. To gauge whether or not you can sell more of an item you are exporting, visit the World Map (see page 167) towards the end of the year. Click on the cities with which you are trading, and you'll see how much of each item you sold to them, along with how much they are willing to buy. If you sold less than they are willing to buy, consider making more of the item to increase your income. You can also click on a city's trading facility to see how much you have sold for the year.

"If you are fortunate enough to have silver ore on your land, be sure to build plenty of Mints (see page 53) to take full advantage of the resource.

"You have much less control over the two other sources of income, tribute received and gifts received. If you treat your colonies and vassals well enough, you can generally count on them paying tribute every year. Not all of your subjects will pay their tribute in cash, however, and you have no control over the amount of the tribute. For more on tribute, see page 172.

"Finally, sometimes leaders from other cities bestow money, either as gifts or in response to your request. You can request money at any time, provided that the leader you are asking thinks highly enough of you.

Leaders that like you might volunteer money if they notice that you have fallen into debt.

"There are just as many ways to spend money as there are to earn money. You can spend money on imports, wages, construction, paying tribute, buying off enemy soldiers who intend on invading your city and giving gifts and aid. There are a lot of things you can do to keep these costs down.



THESEUS TOOK A BREAK FROM ADVENTURE-SEEKING TO TEACH DEMOCRATES ABOUT TAXES  
AND MONEY

"To minimize the costs of imports, try not to import more than your city needs. Also, try to import raw materials instead of finished goods whenever you can. Raw materials usually cost less than finished goods.

"Keeping construction and wage costs down go hand in hand. You can keep construction costs down by building only what your city needs. This will help you keep wages down, too. After all, the fewer buildings you have, the fewer workers you'll have to pay. You can lower wage costs by decreasing wages, but your citizens might not think too highly of you if you cut wages too far.

"You can also spend money paying tribute and giving gifts. You don't necessarily have to spend money on either of these two things, but there are broader implications to these expenditures than just your city's treasury. Spending money on gifts and tribute affects your relationships with other cities in Greece. For more on tribute and gifts, see page 172 and 176.

"Well, Democrates," Theseus said. "I must be going. Thank you for the hospitality, and good luck."

As Theseus was leaving, a frazzled-looking man came rushing towards Democrates. "I have the most wonderful invention for you," the man said as he tugged on his cloak. "Think of it! With my invention, you'll be able to cross rivers and other bodies of water. I wanted to call it the kumquat, but my wife thought that was a screwy idea. She convinced me to call my invention the Water Crossing. My name is Archimedes."

## WATER CROSSING

"Build a Water Crossing across a body of water to connect two pieces of land together. To build a Water Crossing, click on the Administration Tab and select the Water Crossing button. You'll see a small red square. Guide this square to a straight section of coastline. If the coastline on the opposite shore is also straight and not too far away, you'll see a green ghost



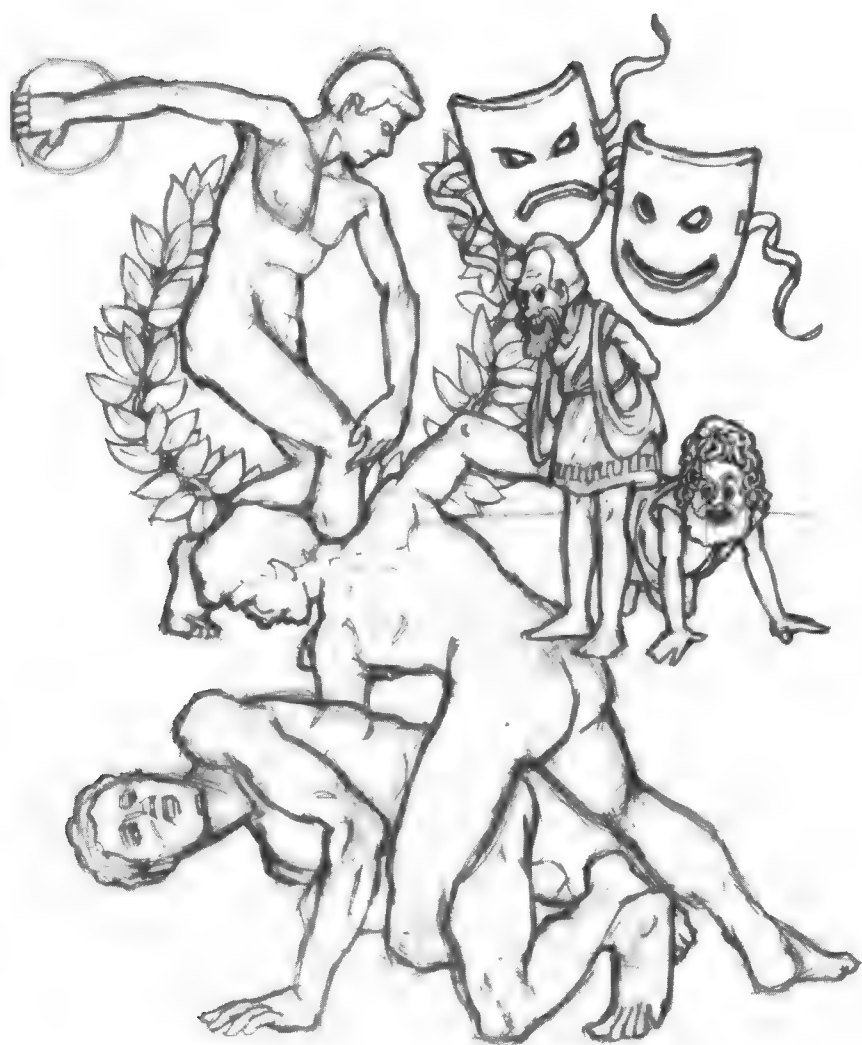
of the Water Crossing appear. Click the mouse button to place the Water Crossing.

“If the body of water you are spanning is narrow, then a Small Water Crossing will be built. Otherwise, a Large Water Crossing will be built. Your engineers will assess the situation and automatically choose which Water Crossing to build.

“When placing a Water Crossing, keep in mind that ships cannot pass Small Water Crossings. Be careful not to place a Small Water Crossing so that it blocks a trade ship’s path to your city’s Piers or prevents a trireme from moving freely.

“You should note that you can’t build two Water Crossings directly next to each other. The Water Crossing’s support structures extend out fairly wide underneath the water, blocking the way of another Water Crossing.”





The great god Apollo came into the city trailed by three people. The first was a burly fellow who looked capable of squashing Democrates' head like a grape. The second was an old man with a slightly stooped posture. And, the third man was a well-groomed fellow who moved quite gracefully. "Hello there, Democrates," Apollo said. "I've been watching you as you've built your city, and you are doing an admirable job. But look at your poor people. The commoners are working away and have so little to look forward to when they come home after a hard day's work. And your poor elite class! Spending their days idling away the hours with nothing whatsoever to stimulate them. Your city is in desperate need of some cultural diversions before your people suffer from ennui! Horrible ennui!"

"To save your citizens from this terrible fate, I've brought along three of my favorite Greeks. Milo here is the best competitor in all of Greece. Socrates should need no introduction, but just in case he does, he is a renowned philosopher. And finally, this dapper gentleman over here is Sophocles, a witty playwright. Regrettably, I cannot stay, but they'll tell you all you need to know about entertaining your people."

## PHILOSOPHY

"If you don't want your city to be filled with dim-witted people," Socrates began, "you must stimulate their minds by providing them with philosophical instruction."

"First, you must build a College to teach philosophers the latest modes of thinking. To build a College, choose the Culture Tab, then click the Philosophy button. Choose 'College' from the list that appears, and pick the spot in your city where you'd like to place the College. Make sure you build the College along a road so that it can function properly."

"Once the College has workers, it begins teaching philosophers. But, these philosophers need a place to



CULTURE TAB



COLLEGE



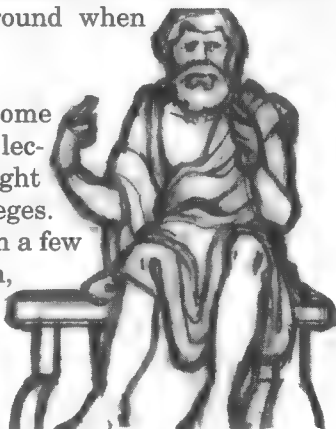
PODIUM

explain the latest theories to the masses. This place is a Podium.

"To build a Podium, click on the Philosophy button again, and choose Podium. Don't forget to connect the Podium to a College with a road. Otherwise, the philosophers won't be able to get to the Podium.

"Once the College and the Podium have employees, the College will send a philosopher to preach at the Podium. When the philosopher is going from a College to a Podium, he has a specific destination in mind and will ignore Roadblocks. When the philosopher arrives at the Podium and begins preaching, other philosophers will leave from the Podium to educate people in their homes. These philosophers will pay attention to Roadblocks and turn around when they encounter one.

"If you notice that some Podiums aren't hosting lectures regularly, you might need to build more Colleges. One College can only train a few philosophers every month, so the more Podiums you have, the more Colleges you'll need, too.



"To watch where your philosophers go, click the See Philosophers button. When you do, most of the buildings and people in the city will disappear, and you'll see just the philosophers along with the Podiums, Colleges and houses. Each house will have a column in front of it. If the column is high, then the house has recently been passed by a philosopher. Low columns indicate that a philosopher hasn't passed for some time, and the people living inside the house are likely very dim-witted indeed."

"You have now been endowed with all the knowledge you need to stimulate your people intellectually," Socrates said in closing.

## ATHLETICS

"Listen up, Democrates! I've looked around at the people in your city, and do you know what I've seen? Weak and flabby people! Look at this!" Milo said as he poked Democrates' belly. "It's soft! If you don't want your people to become gelatinous blobs, you're going to have to make sure they exercise. To help them get their exercise, you'll need to build some Gymnasiums.



GYMNASIUM

"To build a Gymnasium, click on the Culture Tab with as much machismo as you can muster. Then, click on the Gymnasium button with all your might. Now, let out a roar of triumph, and make sure that the Gymnasium is along a road so that it can function.

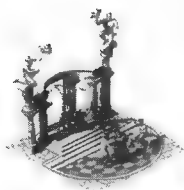
"Once the Gymnasium is staffed, it will send out athletes to train your citizens to be strong and powerful. To watch your athletes at work, click on the See Athletes button. Most of the buildings will flatten like one of my opponents, and you'll see the city's Gymnasiums, houses and athletes. Each house will have a column in front of it. If the column is tall and mighty like a tree, then an athlete has passed by recently and the people inside the house have exercised. If the column is short like a lowly ant, then the house hasn't been visited by an athlete for some time, and the people living in the house haven't exercised.

"Follow my advice, Democrates, and soon you and your citizens will be transformed from the doughy pudges that you are into muscle-bound champions!"

## DRAMA

"Philosophy and athletics are all well and good," Sophocles began, "but only one discipline can make people laugh and cry. And that discipline is drama."

"Some actors are born, but most are made. To make an actor, the first thing you need to do is build a Drama School. Click on the Culture Tab, choose the Drama button and select 'Drama School' from the list



DRAMA SCHOOL

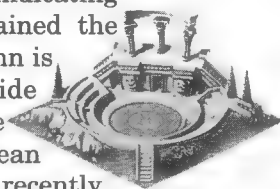
that appears. Remember to build the Drama School along a road.

“The actors that learn their craft at the Drama School need a place to perform. Build them a Theater by clicking the Drama button and choosing ‘Theater’ from the list provided. Like the Drama School, the Theater also needs to be built on a road.

“Once the Theater and Drama School both have employees, an actor will emerge from the Drama School and proceed to the Theater. Since he knows exactly where he wants to go, he’ll ignore any Roadblocks in his path. Once he arrives at a Theater, the show begins, and you can see the actors emoting on stage. When a show is being performed, other actors emerge from the Theater to roam the street to let people know that a play is being performed. These actors will turn around when they see a Roadblock.

“Keep in mind that Drama Schools train actors very intensely, so they only train a few actors every month. If you see that some of your Theaters aren’t putting on plays, you might need to build more Drama Schools.

“To get a closer look at the city’s actors, click on the See Actors button. When you do, nearly all of the walkers and buildings will be whisked off the stage that is your city. Only the actors, Drama Schools, Theaters and houses will remain. Each house will have a column in front of it, indicating whether an actor has entertained the residents recently. If the column is low, then the people inside haven’t been treated to any fine acting lately. High columns mean that the residents inside have recently caught a play.

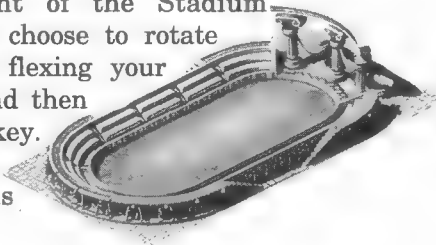


### COMPETITIONS

“By the way,” Milo said, “in addition to training athletes, Gymnasiums also produce fierce competitors

such as myself. A Gymnasium won't train a competitor unless there is a Stadium in the city.

"To build a Stadium, forcefully click the Culture Tab, then click the Stadium button. When the large and imposing footprint of the Stadium appears, you can choose to rotate the structure by flexing your manly muscles and then pressing the 'r' key. Make sure that the Stadium is along a road.



"Once the Stadium has workers, a competitor will leave the Gymnasium (provided you have one) and march to the Stadium. When a competitor marches from a Gymnasium to the Stadium, he brushes aside any Roadblocks since he knows exactly where he is going. The Stadium also sends out competitors of its own, but these men will respect the Roadblocks. When the Stadium is hosting a competition, you can watch the competitors vying for glory.

"A city can only have one Stadium, and if you hope to host the Pan-Hellenic Games, you have to have a working Stadium.

"To see where the competitors in your city are, click the See Competitors button. Most of the buildings in the city will flatten like a discus, and you'll see the Gymnasiums, Stadiums, Houses and competitors. Houses that have high columns in front of them have been entertained by a thrilling competitor recently. Those with low columns have been deprived of the joy that only a competitor can provide."

"Well, my friend, that's just about all you need to know about culture in your city," Sophocles said. "Yeah," Milo interjected. "And if I hear that you haven't followed my advice, I'm going to come back here and put you in a headlock!" "Hemlock? Did someone say hem-



lock?," Socrates worriedly asked as the three men walked away.

### SEE CULTURE BUTTON

As the men left, Democrates thought about all that they taught him and decided that it would be valuable to see all of his philosophers, athletes, actors and competitors. So, he combined the See Philosophers, Athletes, See Actors, and See Competitors views into one big See Culture view. When he clicked on the See Culture button, he could watch all his philosophers, athletes, actors and competitors milling about his city. Columns in front of the houses showed how diverse the residents' entertainment options were. The higher the column, the more cultural diversions the household had access to. Democrates could also keep an eye on all his Podiums, Colleges, Gymnasiums, Theaters and Drama Schools, as well as the city's Stadium.

WORSHIP APOLLO, AND HE MIGHT SANCTIFY YOUR THEATERS, PODIUMS, GYMNASIUMS AND STADIUMS. WHEN HE DOES, THEY'LL PROVIDE MORE BENEFITS TO THE SURROUNDING NEIGHBORHOODS.

As Democrates was considering which type of cultural diversion to provide to his citizens first, a winged woman flew in over his head, circled a few times and landed. "Boy, that was a close one," the woman said. "There I was, flying along, when this boy came falling through the sky, almost hitting me. It looked like he had wings made of wax, of all things. Anyway, my name is Nike, goddess of victory. I'm here to tell you how your city's philosophers, athletes, actors and competitors can gain the attention of the world."

### PAN-HELLENIC GAMES

"At some point during your rule, the Pan-Hellenic Games might begin to be held. There are four games in all, and each year a different one is held. Olympic Games are held in years divisible by four. In the year following the Olympic Games, the Isthmian Games are held. The next year, the Pythian Games occur, then the Nemean Games are held in the following year. Then, it's time for the Olympic Games again, and the cycle repeats.

"The Isthmian, Pythian and Nemean Games each test a different cultural discipline. The city's philosophers are invited to the Isthmian Games to compare their knowledge and ingenuity with other philosophers in Greece. If your philosophers win the games, they come home with wreath of dry wild celery. Your city's athletes and competitors vie for a wreath of fresh wild celery in the Nemean Games. And in the Pythian Games, your city's actors display their crafts. If they win, they come home with a wreath of bay leaves.

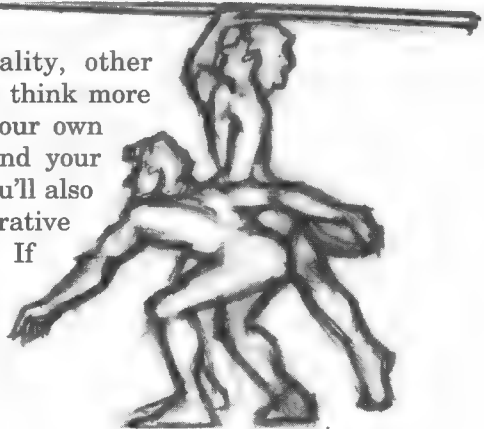
"Everyone competes in the Olympian Games. If your contestants win the Olympian Games, they receive a wreath of laurel leaves.

"Winning the games earns you much more than a leafy crown, however. If your city wins one of the Games, other leaders in Greece will be impressed with the high standard of cultural pursuits you are able to provide, and they will think more highly of you as a result. You'll also be able to build a Commemorative Monument (see page 155) to honor your contestants' achievements.

"If your city's contestants win the Olympian Games, then in four years your city can host its own Games, provided that you have a working Stadium. When it's time for the games to start, contestants from all over Greece will parade into your city. Hosting your own games brings many honors to your city.

Pleased with your hospitality, other cities and their leaders will think more highly of you. People in your own city will be pleased, too, and your popularity will increase. You'll also be able to build a Commemorative Monument to honor the day. If your city wins its own Games, then it earns the right to host them again in four years' time.

APOLLO WILL INCREASE YOUR PHILOSOPHERS, ATHLETES, COMPETITORS AND ACTORS CHANCES OF WINNING THE PAN-HELLENIC GAMES.



“You will lose your chance to host your own Games if you do not have a working Stadium when the Games are due to start. If you do lose your right to host the Games, another city will step in to host them, but your city will not be invited to participate in the Games that year.



NIKE DESCRIBES THE THRILL OF VICTORY AND THE AGONY OF DEFEAT.

"Your city will also not be allowed to participate in the Games if it has not devoted any resources to the particular cultural pursuit that is being celebrated. For example, if your city has no philosophers, it will not be invited to participate in the Isthmian Games. After all, who would you send to compete? A deliveryman?

"To see your chances for winning any of the Games, click on the Culture Tab. You'll see listed on the panel each of the Games, along with your city's chances of winning them. For more information, click on the Magnifying Glass button. In the screen that appears, you'll see listed the number of Podiums, Gymnasiums and Theaters your city has. You'll also get a sense of how much of the city has access to each of the culture types. If the city has a Stadium, it is also listed here.

"At the bottom of the panel, you'll see advice on how to improve your chances of winning the next Pan-Hellenic Games. Since I am the goddess of victory, allow me to give you a little tip regarding winning any of the Games: the more, the better. For example, the more Podiums and Colleges you have, the better your chances are of winning the Isthmian Games.

"If Games are not being held in Greece, then the Culture Tab will list how much of the city has access is to each culture type. Clicking on the Magnifying Glass button will still bring up a list of the number of Podiums, Theaters and Gymnasiums you have. Since no games are being held, you obviously won't see advice on how to win the next one!

"I must be flying now, Democrates," Nike said. "I hope your city does well in the Pan-Hellenic Games, because they are awfully fun to win!"



Prometheus, who had recently been freed by Hercules, came into Democrates' city to enjoy some of its world-renowned hospitality and take in a show or two. When Democrates heard that the Titan was in his city, he rushed to find him. Democrates had many questions about the gods, and he knew that Prometheus could answer them.

When Democrates found Prometheus, he had just settled down to eat a plate of onions. "Ah, Democrates," Prometheus said. "Please, have a seat. Thank you for welcoming me to your fine city."

As Democrates sat down, he broached the subject of the gods with Prometheus. "You used to live among the gods, Prometheus. They have already been very generous to me, and I'm sure they could help me even more."

"I'll let you in on a little secret, Democrates," Prometheus said. "The gods need you much as much as you need them. They crave the attention of mortals and will do what they can to convince you to worship them. And, worshiping some of them can help you cope with Greece's harsh environment.

"Of course, they can be a vengeful, too, if you do something that they don't like. I have to give Zeus credit for the rather ingenious punishment he came up with for me. Although you have to admit, that regenerating liver bit sounds like Dionysus' idea.

"Anyway, I still remember all of the Olympians' tricks, and I do have a habit of giving away the gods secrets to mortals. I'll tell you everything you need to know."

## THE GODS

"You'll run across twelve gods in your travels, but not all of them will pay attention to you at the same time. There is a definite hierarchy among the gods, and the more powerful gods generally hold sway over the less



MYTHOLOGY TAB

powerful ones. The gods that you will run into, in order of their rank, are:

Zeus, Ruler of the Heavens  
Poseidon, Ruler of the Sea  
Hades, Ruler of the Underworld  
Demeter, Goddess of Fertility  
Athena, Goddess of Warriors, Crafts and Wisdom  
Artemis, Goddess of Hunters  
Apollo, God of Prophecy  
Ares, God of War  
Hephaestus, Smith of Heaven  
Aphrodite, Goddess of the Tender Passions  
Hermes, Messenger of the Gods  
Dionysus, God of the Vine

When you are embarking upon a given adventure, some of these gods will support you and desire your worship. Others will oppose you and put up all sorts of obstacles for you to overcome."

### FRIENDLY GODS

"Friendly gods will make appearances in your city to try to tempt you to worship them. They try to win you over by promising you all sorts of benefits. You worship a god by building a Sanctuary in his or her honor in your city. The higher the god's rank, the more expensive and large his or her Sanctuary. Zeus' Stronghold, for example, is huge, while the Grove of Dionysus is small in comparison (though it is still quite large in its own right).

### SANCTUARY CONSTRUCTION

"To build a Sanctuary, you first need a supply of marble stored in the city's storage facilities. Since each Sanctuary is a different size, each requires a different amount of marble to place the base and steps. You can find out how much marble you need by selecting the Mythology Tab, and then clicking on the Sanctuaries button. Each of the Sanctuaries you can build will be listed here, along with how much marble you need and how many drachmas the building costs.

“Once you have the marble ready, and you have enough money in your treasury, build the Sanctuary by clicking on the Sanctuaries button and choosing the one you’d like to build from the list provided. After you choose a Sanctuary, you’ll see a red footprint of the structure. Move this footprint to the spot where you want to construct the Sanctuary. If the footprint turns green, you can place the building. If it is still red, then something is blocking its way. If you can, clear the obstruction. If the obstruction cannot be removed, you’ll have to find another place for the Sanctuary.

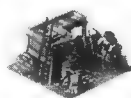
“The largest Sanctuaries can be tricky to place because you cannot see the entire footprint. When you are trying to place one, move the footprint to the spot you’d like to build the Sanctuary and press the ‘m’ key. The Sanctuary’s footprint will freeze, and you can scroll your view normally to see if the Sanctuary is placed where you want it and to find any obstructions that might be preventing you from placing the Sanctuary.

“You can also rotate a Sanctuary before you place it by pressing the ‘r’ key.

“Remember that Sanctuaries need access to a road to function properly. They provide a significant boost to the appeal of the neighborhood.

“Placing the base and steps of a Sanctuary is only the beginning. To complete the Sanctuary, you’ll need the services of some artisans from an Artisans’ Guild and supplies of marble, wood and sculpture. To build an Artisans’ Guild, choose the Mythology Tab and click the Artisans’ Guild button. Artisans’ Guilds need to be along a road to operate. Artisans tend to be boisterous, and their constant merry-making brings down the appeal of the surrounding area.

“Once the Artisans’ Guild has workers, it sends out a team of artisans to the Sanctuary construction site. The artisans wait at the site for an ox cart to bring



ARTISANS' GUILD



them the materials that they need. The ox cart can come from a Storehouse, or from a trading facility that is importing the good that the artisans need next. Artisans are not allowed to use materials that are in trading facilities waiting to be exported.

Artisans only accept large deliveries of construction materials. These materials will be brought to the construction site by an ox cart. Since the artisans will only accept large deliveries, the ox cart will wait until four loads of a construction material is stored in a single storage facility. The ox cart will move sculpture one piece at a time.

"The more Artisans' Guilds you have, the more teams of artisans will work on a Sanctuary. Just make sure you have enough materials for the artisans to work with, otherwise they'll stand around not doing anything.

"You can keep tabs on Sanctuary Construction by right-clicking on the construction site. The panel that appears will list how close to completion the Sanctuary is, along with what resources it still needs. It will also tell you if construction has stopped for any reason."

### SANCTUARIES

"The day that a Sanctuary is complete is a glorious day indeed. The god for whom you built the Sanctuary is honored, and the deity rewards you with special perks. Just having the deity's Sanctuary in your city will bring you benefits, and the god will listen to your prayers and might sanctify some of the city's buildings. You'll know when a building has been sanctified when it has magical sparkles on top of it.

The Sanctuaries and the benefits they bring are:

**ZEUS' STRONGHOLD.** When you build Zeus' Stronghold, Zeus, Ruler of Heaven, provides you with an Oracle that can predict the future. For more information on how to use the Oracle, see



ZEUS

page 124. Zeus himself will also defend you against any other god that dares to set foot in your city. Other leaders in Greece will take notice of Zeus' affection for you, and they will think more highly of you. Sometimes, Zeus will wander around your city, taking in the sites. In his travels, he will occasionally sanctify a building. Because he is the most powerful god, he can perform any god's sanctification. You can also pray to Zeus (see page 124 for more on prayer). If he grants your prayer, he will defeat the next army that attacks your city. If you are in great danger, Zeus might grant you this blessing of his own accord.

**PROMONTORY OF POSEIDON.** Poseidon, Ruler of the Sea, will be so pleased when you build him his Sanctuary, he will send his Kraken to patrol your city's waters, killing any enemies that enter them. He'll also convince urchins and fish to allow themselves to be caught faster. Poseidon will also stroll . . . er, swim . . . around your city and will sanctify Fisheries and Urchin Quays. While they are sanctified, Fisheries and Urchin Quays will be more productive. The ever-versatile Poseidon is also patron of horses and will also sanctify Horse Ranches. While sanctified, more horses will magically appear in Horse Ranches. Poseidon will give you seafood if your city is low on food, and you can also pray to him for this blessing.



POSEIDON

**GATES OF HADES.** Build Hades' Sanctuary, and the Ruler of the Underworld will loan you his favorite pet, Cerberus, wanders the city on his own and attacks any enemies. The Gates also have some deposits of silver ore that miners from a Mint can gather. Hades can sanctify Tax Offices, Mints and Foundries. While the Tax Office is sanctified, houses in the vicinity will pay more taxes. While a Mint or Foundry is sanctified, it becomes more productive. Finally, you can pray to Hades for money. If Hades notices on his own that you are low on money, he might give you money or he'll see



HADES

to it that one of your allies provides you with funds.

**GARDEN OF DEMETER.** Fertile meadow surrounds the Garden of Demeter, Goddess of Fertility. You can use land for farms, livestock and orchards. On her walks around your city, Demeter will sanctify your farms, making them yield more food. If Demeter notices that you are low on food, she will bring food from her own harvest to the Granaries. You can also pray to Demeter to receive this blessing.

**ARBOR OF ATHENA.** When you build the Arbor of Athena, Goddess of Warriors, Crafts and Wisdom, she provides you with an arbor of sacred Olive Trees that growers from a Growers' Lodge can tend and harvest. She also endows the soldiers in your city with more strength, and she herself will defend your city if it is threatened. When Athena makes a foray into your city, she might sanctify your Carding Sheds and Olive Presses. While they are sanctified, these buildings will become more productive. You can pray to Athena for olives and olive oil, and she might grant you this blessing on her own if she notices that you are running low on the items.

**ARTEMIS' MENAGERIE.** Artemis, Goddess of Hunters, loans you two companies of fierce Amazon warriors. She will also stroll around your city and hunt down any predators she sees killing another animal or person. The building that she sanctifies is the Boar Hunter's Lodge. While sanctified, the hunters from the Lodge find that their spears can't miss, and they are much more productive. Pray to Artemis if you want her to bring you some pork. She'll grant this blessing voluntarily if she notices that you are particularly low on food.

**ORACLE OF APOLLO.** Apollo is the God of Prophecy. If you build his Sanctuary, he will grant you use of



DEMETER



ATHENA



ARTEMIS

his Oracle with which you can predict the future. The god will also endow your city's philosophers, athletes, actors and competitors with more skills, giving them a better chance of winning the Pan-Hellenic Games. Apollo will also kill any monsters that attack your city. When the god takes a walk, he might sanctify your Podiums, Gymnasiums, Theaters and Stadium. While these buildings are sanctified, more walkers will emerge from them to entertain the neighborhood. If Apollo answers your prayer, he will cure the city of plague and improve citizens' health. He might also grant this blessing on his own if he notices that a plague has broken out.



APOLLO

**ARES' FORTRESS.** Ares, God of War, grants you the use of two companies of his fierce warriors, the Sparti, when you build his Fortress. He will also take his Dragon for an occasional walk and allow his pet to feast on an invader, wolf or vicious boar. Pray to Ares if you would like him to accompany your soldiers into battle at another city. Ares loves a good fight, so sometimes he will go with your soldiers voluntarily.



ARES

**FORGE OF HEPHAESTUS.** Honor Hephaestus, Smith of Heaven, with a Sanctuary, and he gives you the gifts of the Forge. Copper ore lies outside the Sanctuary, and miners from a Foundry can extract the ore. Hephaestus also prevents your city's buildings from burning down. As Hephaestus walks around your city, he sanctifies some of your Armories and Sculpture Studios. While the buildings are sanctified, the workers find that bronze is much easier to work with, and they produce more armor and sculpture than they usually do. Pray to Hephaestus, and he will answer your prayer by granting you the use of Talos, his man of bronze. Talos will defend your city from attack for a few months. If Hephaestus senses that you are in trouble, he might send Talos to you on his own.



HEPHAESTUS



APHRODITE

**APHRODITE'S HAVEN.** Aphrodite, Goddess of the Tender Passions, makes your city so attractive that people refuse to leave. No one will emigrate as long as Aphrodite's Haven is working in the city. She will also make your city seem more appealing to its residents. And, if Ares, Hephaestus, Hermes or Dionysus come into your city to cause trouble, Aphrodite will send them packing. On her strolls, she sanctifies some of your houses, and they will gain more residents if they have room. If Aphrodite answers your prayer, she will bless all of your city's houses with more residents. She might perform this blessing for you voluntarily if she notices that your city's housing is mostly vacant.



HERMES

**HERMES' HAVEN.** Hermes, Messenger of the Gods, is a friend of traders. He will convince trade caravans and ships to move through your city quicker, which means that they drop off and pick up supplies faster. He also convinces more trade caravans and ships to come to your city every year. Deliverymen also move faster when Hermes is in residence. You can also pray to Hermes, and he will fulfill one outstanding request on your behalf with no cost to you. He'll also offer this blessing to you of his own accord.



DIONYSUS

**GROVE OF DIONYSUS.** Dionysus, God of the Vine, hates to see any city go without wine. His Sanctuary has a grove of Grapevines that growers from the Growers' Lodge can harvest. Life is a party with Dionysus is around, and people are having far too much fun for any unrest to develop. As he stumbles around your city, Dionysus sanctifies Wineries. While sanctified, the vintners are able to ferment more wine than they usually can. You can also pray to Dionysus to give you more wine, which his satyrs will deliver. He might give you wine of his own accord if he notices that you are low on his favorite beverage.



PROMETHEUS REMEMBERED THE EAGLE WHO WAS HIS DAILY COMPANION. IT MUST HAVE HAD FIFTY WAYS TO LOVE HIS LIVER.

"The gods will grant you their blessings and benefits as long as their Sanctuaries are working properly. In order to function properly," Prometheus explained, "a Sanctuary must conduct regular sacrifices."

### SACRIFICES

"Gods expect you to offer up sacrifices to them. Ah, sacrifices. They remind me of the good old days when I managed to convince Zeus to take just the skin and bones of the animals you mortals offer up. Anyway, priests from a Sanctuary will venture forth occasionally to find a goat or sheep to sacrifice. If there are no goats or sheep in the city, then the priests will take food from a Granary. If the priests cannot find sacrifices for an extended period of time, then the god will think that you have turned your back on him or her, and you will lose the benefits that the Sanctuary provides.

### PRAYER

"One of the benefits that a Sanctuary provides is the ability to pray to a god. The gods' various blessings are outlined on pages 118 to 122. To pray to a god, right-click on the deity's Sanctuary. In the panel that appears, you'll see a button that reads, 'Pray to the great god.' Click on this button to make your petition of the god. If the god grants your prayer, the deity will let you know.

"While gods are willing to help you, they won't bend to your every request. They'll ignore you if you ask them for help too often.

### CONSULTING THE ORACLE

"Zeus' Stronghold and the Oracle of Apollo both have Oracles that can predict the future. Consulting the Oracle is similar to prayer. Right click on the Stronghold or the Oracle, and click the button that reads, 'Consult Oracle.' If the Oracle responds to your request, it will issue a prediction.

"The Oracle won't always respond to your consultations, especially if it recently made a prediction for you."

### QUESTS

"Sometimes, friendly gods ask you for a favor in the form of a quest. When they ask you to fulfill a quest, they'll tell you everything you need to know to complete their quests successfully. Sometimes, gods that you haven't seen during a particular adventure will ask you to complete a quest, too.

### UNFRIENDLY GODS

"When gods are friendly towards you, all is well. Regrettably, the gods don't always feel so nice. When a god regards you as meddler, the deity just might throw some interesting obstacles in your way.

### WHEN GODS ATTACK

"One way gods will seek to get even with you for some perceived slight is to attack your city personally. Each god targets a particular area of your city to attack, as follows:

**ZEUS.** Zeus wreaks general havoc. He'll destroy the city's Palace, then look for other buildings to crush. He can perform any god's curse, and traders won't come to a city cursed by Zeus.

**POSEIDON.** Poseidon focuses his anger on your water-related buildings. Trireme Wharves, Urchin Quays and Fisheries cannot hope to escape his wrath. When he curses these buildings, they become inoperable until the curse is lifted. Trade ships won't risk Poseidon's wrath and won't come to your city until they are sure Poseidon has left.

**HADES.** Hades likes to bring people back to the Underworld with him. When he attacks, every walker in the city goes to the Underworld, and your streets will be eerily empty. Hades also likes



to curse Foundries and Mints, and they will not work while they are cursed.

**ΔΕΜΕΤΕΡ.** The Goddess of Fertility spends her time making your city infertile. When she's retaliating against you, she likes to destroy crops and kill sheep and goats.

**ΑΘΗΝΑ.** When Athena is exacting revenge, she likes to weaken the city's defenses by leaving the city's Walls and Towers unmanned. She also does a number on the city's olive oil industry.

**ΑΡΤΕΜΙΣ.** When you offend Artemis, she and her Amazons launch a full-scale attack on your city. She'll also kill some of your hunters and make sure that wolf packs in your city are strong.

**ΑΠΟΛΛΟ.** When Apollo is in a snit, he likes to cause plagues. He'll also prevent the city's cultural institutions from enriching the masses.

**ΑΡΕΣ.** Ares marches into your city with an army of fierce and ugly Sparti when he is perturbed with you.

**ΗΕΦΑΕΣΤΟΣ.** Spurn the Smith of Heaven, and Hephaestus will become an arsonist, setting some of the city's buildings on fire. He's also fond of making the metal at your Sculpture Studios and Armories so brittle that it cannot be used to make anything.

**ΑΦΡΟΔΙΤΕ.** When you scorn Aphrodite, she responds by making off with some of your people. All of the walkers on the street, completely entranced by the goddess, will follow her out of your city, as will a portion of your population.

**ΗΕΡΜΕΣ.** Hermes is the Messenger of the Gods, but he is also the God of Thieves. When Hermes attacks, he steals some of your money, and makes the roads unsafe for travel for trade caravans.

**DIONYSUS.** Dionysus comes into your city and whisks the walkers away, leaving the streets barren. He also curses the city's Grapevines.

"In addition to the above, the gods usually keep a few tricks up their sleeves. Sometimes, you never quite know what they'll do to make your life difficult.

"If a god is far too busy to attack your city personally, he or she might send a monster instead.

### MONSTERS

"Monsters can kill people, destroy buildings, and generally cause trouble.

"Monsters aren't all bad. They generally do the bidding of their master god, and if that god has good intentions, than his or her monster will help you out. Unfriendly gods, on the other hand, might unleash monsters to attack you. Sometimes, monsters act of their own free will. The monsters are:

**CYCLOPS.** This one-eyed brute is the apple of Zeus' eye.



**KRAKEN.** Poseidon counts the Kraken, a horrible sea creature, among his favorite things.

**CERBERUS.** This three-headed hound of the Underworld is Hades favorite pet.

**MEDUSA.** This snake-haired woman, who is frequently a minion of Demeter, turns all who look at her into stone.

**HYDRA.** This multi-headed creature likes to bite and sting. When he's not pursuing his own interests, he works for Athena.

**CALYDONIAN BOAR.** This monstrous boar likes to impale people with his tusks. Artemis is his master when he isn't attacking something of his own free will.



**SCYLLA.** Another in a long list of multi-headed creatures, Scylla obeys Apollo when she isn't pursuing her own agenda.

**DRAGON.** The fire-breathing Dragon is one of Ares' favorite instruments of war. When Ares doesn't have anything for the Dragon to do, the Dragon finds his own trouble.

**TALOS.** Hephaestus made Talos from bronze. Though he owes his existence to Hephaestus and obeys him, Talos still has a mind of his own.

**HECTOR.** A great Trojan warrior, Hector frequently can be found in the service of Aphrodite. Ever an independent spirit, he also follows his own battle plan.

**MINOTAUR.** Half-man, half-bull, but all trouble, this beast often does Hermes' bidding.

**MAENAD.** When whipped into a frenzy, this madwoman tears people apart with her bare hands. She is a card-carrying member of the cult of Dionysus, but she can also act alone.

"If a monster is your enemy, there are several ways of killing it. If you have a lot of elite soldiers, you might be able to dispatch the beast. Apollo can kill monsters, but he is the only god that will do so. The other gods don't bother to try to kill monsters; they think it is beneath their stations.

"But, one of the better ways of killing a monster is to find a hero that can battle it.

## HEROES

"Brave adventurers wander through Greece looking for exciting and challenging feats to overcome. These heroes will gladly come to your city if you have a compelling task for them, like slaying a monster or a

quest, and if they deem your city to be worthy of their presence. The heroes that you'll meet are:

**HERCULES.** One of Zeus' sons, Hercules' feats of strength are well known throughout Greece. If you have a problem with Cerberus or Hydra, Hercules is your man.

**ACHILLES.** This veteran hero has been around the block a time or two. He can match up against Hector and the Maenads.

**ODYSSEUS.** This famous traveller is cunning and strong. He knows how to fight Scylla and the Cyclops.

**JASON.** A great leader of men, Jason holds the upper hand in fights with Talos and the Dragon.

**THESEUS.** Theseus has had a long, exciting career, and he continues to build on his legend. He's the only one who can take on the Minotaur and Calydonian Boar.

**PERSEUS.** A younger hero, Perseus is just beginning to build his legend. Medusa and the Kraken are his enemies.

"If you have a good reason for a hero to come to your city, you'll be able to build a Hero's Hall. Build a Hero's Hall by clicking on the Mythology Tab, and then clicking on the Hero's Hall button. Make sure that the building is connected to a road.

"Once the Hall is built, right-click on it to see what else you need to do to make your city worthy to receive the hero. As you meet each requirement, it will be checked off the list.

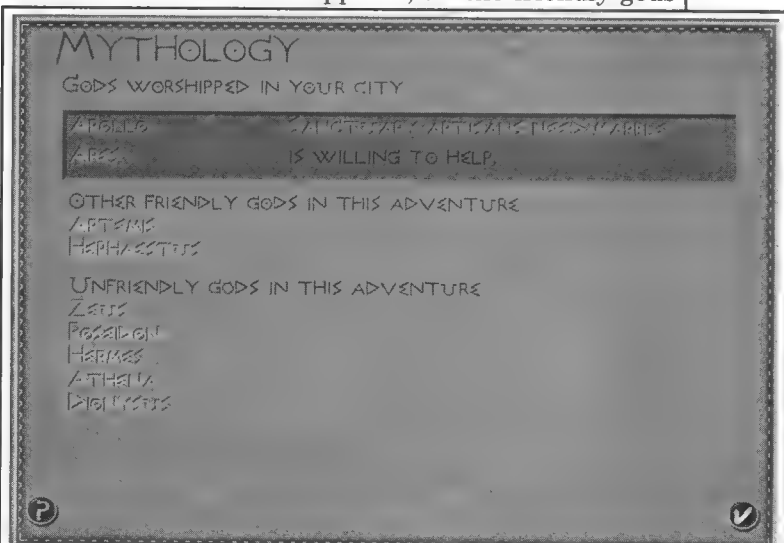
"When the hero arrives, he announces himself and takes up residence in the Hero's Hall. If there is a monster or some other threat in your city, he'll know what to do.

"If you are sending a hero to fulfill a quest, just let the hero know when you want him to go off and complete the quest. To send him on his way, select the Summary Tab, and then click on the small green button. Or, you can click on the Magnifying Glass button on the Summary Tab. You'll see the Quest listed in the panel that appears. Click on the quest to send the hero off.

### KEEPING TRACK OF GODS, MONSTERS AND HEROES

"To keep tabs on all of the mythological beings, click on the Mythology Tab. You'll see listed all the Sanctuaries you have built or are building in your city, along with their current statuses. Below that, you'll see the names of any gods and monsters currently attacking the city. Click on any of the gods' or monsters' names to go directly to the mythical figure or his or her Sanctuary.

"For a closer look, click on the Magnifying Glass button. In the screen that appears, all the friendly gods



**A CLOSER LOOK AT GODS AND HEROES.** Click on the Magnifying Glass button on the Mythology Tab for an update on Sanctuary construction, to find out how receptive a god will be to your prayer, and to keep track of the activities of heroes and unfriendly gods.

to whom you have built or are building a Sanctuary are listed. If you are in the process of building a Sanctuary to a god, you'll see a brief progress report on its construction. If the Sanctuary is complete, you'll see how likely the god is to grant a prayer. Listed below the gods you have chosen to worship are the other gods that are friendly towards you.

"Information on which heroes are in the city and what they are currently doing is listed beneath the friendly gods. Then, the unfriendly gods are listed, along with whether they are currently attacking the city or whether they have unleashed a monster to attack you.

"Finally, click the See Immortals button to look at all the gods, monsters and heroes that are making their appearances in your city. When you click the button, most of the city's buildings and walkers will disappear except for mythological beings, Hero's Halls and Sanctuaries. The column in front of each Sanctuary indicates how recently a sacrifice has been offered up to the god. The higher the column, the more recent the sacrifice. If the column is low, then there hasn't been a sacrifice at the Sanctuary for some time, and it runs the risk of becoming inactive.

"Well, that's all I know about the gods," Prometheus said. "It's time for me to move on, though we're bound to meet again. Until we do, I bid you a fond farewell, and I hope that the gods will be kinder to you than they were to me!"







Democrates was startled by the sound of a trumpet blaring followed by deafening shouts. Flabbergasted, Democrates rushed towards the cacophony to see what was going on. He arrived just in time to see a rather large man drive his standard into the ground. "Another city falls to the might of Ares," the man proclaimed. "Hello there, Democrates. I'm Ares, god of war. You're lucky I'm just having some fun at your expense, because if this were an actual invasion, you'd be paying tribute to someone by now."

"Now, I for one like to see things get destroyed. But, I know most people don't see things my way. So, rather than trying to convince you how much fun it would be to watch the city that you worked so hard to build crumble into dust, I guess I'll tell you how to defend it instead." Democrates heaved a sigh of relief, glad that the God of War had noble intentions for once.

#### PALACE

"Before you can have a military force of any kind," Ares said, "you have to build a Palace. Theseus, that mangy dog that calls himself a hero, has already explained how to build a Palace on page 95."

"As soon as you build a Palace, you'll be able to man any Trireme Wharves and Towers the city has, provided you have enough people. You'll also have an army as soon as the city's housing is developed enough. Some of the residents of your common housing will defend your city as rabble, armed with only rocks to throw. Residents of elite housing will fight as hoplites or horsemen — the elite warrior classes. Once some men have organized themselves into companies, you will see the standards from all your companies surrounding the Palace."

#### THE CITIZEN ARMY

"Citizens from all walks of life express their loyalty to you and the city by serving in the military. Fighting for the city is considered a great honor among your cit-



MILITARY TAB

izens, and their lives revolve around acquiring the things they need to achieve glory in battle. Your soldiers lead normal lives at home until you call them to arms. You can support a total of twenty companies.

### RABBLE

"I have always been impressed with the rabble, and they are near and dear to my heart," Ares said. "Think of it: they fight honorably and bravely, but have no armor or real weapons, for that matter. These are true fighting men!

Rabble come from the lowest strata of Greek society, those that live in common housing. Commoners will fight for you when they improve their houses to at least the Homestead level (see page 29). Not every member of the household will come to fight, though. Rabble organize themselves into squads of eight men.

Commoners fight as rabble because they don't have the money to afford expensive armor or horses. They use whatever they can find for weapons and generally rely on throwing rocks that they find. The rabble's standards show a fist grasping a rock.

### HOPLITES

"Residents of the city's Mansions and Manors can afford to buy suits of armor from an Agora, and so serve the city as hoplites, the mainstay of the city's army. Armor is expensive, so not every resident of a Mansion or Manor will be able to afford some and will be denied the privilege of serving the city. Hoplites organize themselves into phalanxes of eight men each, and their standard is topped with a helmet.

### HORSEMEN

"Estate-dwelling citizens are the only ones that are wealthy enough to afford both armor and horses and consider themselves superior because they are able to serve the city as horsemen. Maintaining horses and armor is incredibly expensive, so not every resident of an estate will be able to serve you. Armor is expensive

to purchase, and a horse eats as much as a person does. For each suit of armor and horse an Estate has, one horseman will be outfitted for battle. Horsemen organize themselves into troops of eight men each, and their standards are topped with a horse.

### TYPES OF COMBAT

"Now we've come to my favorite part," Ares said. "Your soldiers are waiting in their homes for you to call them to arms. The time has finally come to start fighting!"

"There are two types of combat: defending the city and fighting abroad. When the battle takes place abroad, you decide which of your elite companies you want to send to war. Then, your capable generals take over and command the soldiers. Consult pages 172-178 to learn more about sending your soldiers abroad to attack or defend another city.

### DEFENDING THE CITY

"When your city is attacked, you will have several choices presented to you. You can choose to surrender which, though it may seem ignoble on the surface, can be a very wise decision if it leaves you stronger to fight another day. If you choose to surrender, you will have to start paying tribute to the leader that invaded your city. If you are very wealthy, you can buy off the invaders with a bribe. The enemy will take the money and go home, and your city will be safe again. Or, you can call your soldiers to arms, issue them some orders and fight to defend your city!"

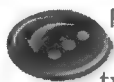
### ISSUING ORDERS

"To move a company, select it by clicking at the bottom of its standard, then click on the spot on your land where you want to station your soldiers. After you've selected a company, you'll also notice that the Control Panel has changed. The Control Panel will list the selected company's name along with its current morale level and what it is currently doing. In the middle of the Control Panel is a series of buttons that

allow you to give a company commands. As you move your cursor over the buttons, the name of the command appears in the rectangular window above the orders. The orders you can issue are:



**MUSTER COMPANY.** Click this button to call soldiers from their homes. The soldiers will march through the city, making their way to their standard. This button appears only if the soldiers aren't already mustered.



**ROTATE COMPANY.** When you click this button, the men will turn their line ninety degrees. Press the button again, and the men will return to their original position.

**EMPLOY DEFENSIVE TACTICS.** When issued this order, the company will employ defensive tactics. Employing defensive tactics is each company's default behavior. The tactics are:



Rabble hold their position and throw rocks at any enemy that is within range. If an enemy comes too close to the squad, the rabble will stop throwing rocks and engage in hand-to-hand combat.



Hoplites interlock their shields with one another and attacking the enemy with their spears.



Horsemen maintain their position and fight from horseback.

**EMPLOY OFFENSIVE TACTICS.** The offensive tactics are:



Rabble close in on enemies and engage in hand-to-hand combat.



Hoplites attack together, issuing thrusting blows with their spears and keeping their shields at the ready.



Horsemen charge their enemy and engage them in hand-to-hand combat.

**EMPLOY SPECIAL TACTICS.** The special tactics are:



The rabble's special tactic is skirmishing. The rabble throw rocks at an enemy, and if the enemy draws too close, the rabble retreat to a safer position and resume their attack.



The hoplites' special tactic is the wedge. The soldiers organize themselves into a wedge shape and launch an attack.



The horsemen's special tactic is harassing. The horsemen charge the enemy, fight for a little while, and then retreat. They then charge the enemy again.



**SEND SOLDIERS HOME.** Click this button to disband a mustered company and send its soldiers home. This button appears only when a company is mustered.



**GO TO COMPANY STANDARD.** Click this button to center your view on the selected company's standard.

"You can issue new orders to a company at any time.

"If you want, you can issue the same command to more than one company at the same time. To do this, first select one company by clicking on it. Then, hold down the mouse button and drag the cursor over all the companies you wish to select. You'll see a selection box on the screen as you do this. You can remove individual companies from the selection by shift-clicking on them. Then, issue an order, and all of the selected companies will carry it out.

"Once you have companies in a group, you can assign them a number so that you can issue them new orders without having to reselect them. To assign a group a number, press 'Ctrl' and any number, one through five. To return to this group of companies later, press 'Alt' and the number you've assigned the group.

"Once a battle has started in your city, no *new* companies will be formed, nor will any *new* soldiers join any existing companies. Your generals have no time to train new soldiers during the heat of battle, though you can call existing companies to arms during a battle.

### MORALE

"While I never tire of war and carnage, a company's morale will sink if it experiences too many losses in combat. When morale drops low enough, a company will break formation and its men will run back towards the safety of the Palace. While the battle that they have fled rages on, they cannot be remustered. Given time, the company's morale will recover.

"A small ball on the company's standard gives you an idea of how high its morale is. The higher the ball is on the standard, the higher the company's morale.

### OTHER SOLDIERS

"Sometimes, you'll have control over soldiers that are not from your city. If you build a Sanctuary to me, the great Ares, I'll loan you two companies of my fierce Sparti. Artemis will give you use of a pair of companies of Amazons when you build a Sanctuary dedicated to her. You can also request forces from other leaders if they think highly enough of you. For more on how to request soldiers, see page 175.

"You can control all of these soldiers just like you control your own. Any soldiers that are loaned to your city, either by an immortal or by another leader, are very brave, and their morale never sinks.

“Soldiers loaned to you by another leader can only be used to defend your city. These soldiers will leave if there isn’t any military action in your city, and you cannot send them abroad to attack or defend other cities.

“Soldiers granted to you by an immortal can be used for any purpose. They’ll defend your city, and you can also send them to fight battles abroad.

## YOUR NAVY

“Your navy is made up of triremes, each of which has its own complement of oarsmen and marines. To commission a trireme, you must first build a Trireme Wharf.

“Build a Trireme Wharf by selecting the Military Tab. Then, click on the Military Workshops button and choose Trireme Wharf from the list provided. A Trireme Wharf must be located on a straight section of coastline. You’ll know if you’ve picked a good spot if you see a green ghost of the building. Make sure that the Wharf is connected to a road.

“A Trireme Wharf needs wood to build the ship and armor to outfit the marines that will serve on board. It also needs scores of workers to serve. Once the Wharf has the supplies and workers it needs, workers begin building the ship.

“Building and manning a trireme is no mean feat. It requires a multitude of workers, which can put a serious drain on your labor pool. If your city is short on workers and you are not expecting any naval combat any time soon, it’s a good idea to send the trireme’s crew home so that they can return to the workforce. You can send all of your trireme crews home by selecting the Military Tab and then clicking the All Crewed button so that it reverts to Crew All. To send one individual trireme’s crew home, select the trireme by clicking at its base, then click the Send Crew Home button.



### TRIREME ORDERS

Once the trireme is built and manned, you can issue it the following orders:



**CALL CREW TO SHIP.** Click on the muster button to call the trireme's crew to man the ship. The muster button only appears if the ship's crew is not already mustered.



**DEFEND LOCATION.** This is the trireme's default order. When given this order, the trireme will hold its position and attack any nearby enemies.



**ATTACK ALL ENEMIES.** When given this order, the trireme will attack any enemy it can find, following a set of priorities described below.



**PATROL AREA.** A trireme that is on patrol roams the city's waters. The trireme will attack any enemies it encounters during its patrol.



**CARRY OUT REPAIRS.** Issuing this order instructs the trireme to return to its Wharf for repairs. The trireme's captain will issue this order on his own if his ship is damaged enough.



**SEND CREW HOME.** To send a trireme's crew home, issue this order. The trireme will stop what it is doing and sail back to the Wharf, after which its crew will disband and rejoin the workforce. This button only appears if the trireme's crew is already manning the ship.



**GO TO SHIP.** Clicking this button centers your view on the trireme.

To move a ship, simply click on it and then click on the spot to which you want the trireme to sail.



ARES COULD TALK ABOUT ARMOR ALL DAY.

A trireme can carry out any of the above orders, provided that it has a full crew. If the trireme is missing some crew members, it won't be able to move as quickly as it could, because there will be fewer people to row the ship. If it's missing a lot of crew members, it won't be able to carry out any orders at all.

### ATTACK PRIORITIES

The trireme's captain is very wise when choosing which targets to attack. He seeks out the target that could potentially do your city the most damage.

He first looks for enemy transport ships carrying soldiers. If he can destroy these ships before they unload their dangerous cargo, he might be able to save a lot of lives. If there are no enemy transport ships carrying soldiers, he next attacks enemy warships. Failing that, he maneuvers his ship close to shore and attacks any nearby enemy soldiers. Finally, if there is nothing else, he'll attack an empty enemy transport ship.

### WINNING AND LOSING BATTLES

"When another army invades your city, its soldiers might target certain buildings to destroy, or they might destroy things completely at random. An invader's primary target, however, is your Palace. If an enemy army that is stronger than your own forces reaches your Palace, then the Palace is captured and the battle is lost. Defend your Palace at all costs if you want to win a battle.

If you lose a battle to defend your city, you will have to pay the victor tribute. For more on tribute, see page 172.

Since soldiers and marines are citizens of your city, when they die, your population shrinks. When a hoplite or horseman dies, his equipment is lost, too, and the house where the soldier lived might deteriorate.

## AUTO-DEFEND

"If you would rather focus on running your city instead of ordering your military around — though I, for one, can't imagine why you would — you can let your generals and admirals command the battle. Select the Military Tab and click on the Auto-defend button. If this button appears in shades of blue, then you have left the city's defense in the hands of your capable generals and leaders. If the button appears in full color, then you are in control of your soldiers and triremes.



AUTO-DEFEND  
BUTTON

You can tell your admirals and generals to command a battle for you at any time before the fighting starts. If the fighting starts and you haven't yet told your generals and admirals to command the fight, then you must personally issue the orders for your military. You can, however, relieve your generals and admirals in the middle of a battle and reassume command at any time.

## FORTIFICATIONS

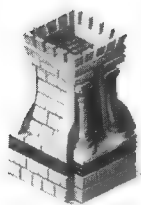
"While I prefer to see men fighting men in direct hand-to-hand combat," Ares said, "you will probably find it beneficial to erect some fortifications in your city. The fortifications you can build are the Wall, Tower and Gatehouse.

**WALL.** The wall is the basic building block for fortification. To build one, select the Military Tab,





WALL



TOWER

and then click on the Fortifications button. Choose Wall from the list provided. You can build walls one piece at a time, or click and drag the mouse to build a large section.

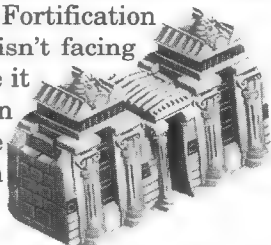
Build thicker Walls by placing a second set of walls directly adjacent and parallel to the first set. The thicker the Wall, the better the protection it affords against invaders. Walls do not need to be connected to a road.

**TOWER.** To build a Tower, you first need a wall that is at least double thickness. Once you have the wall in place, select Tower from the list that appears when you click the Fortifications button. Place the Tower on top of the wall.

In order for a Tower to function, you must have a Palace, and the Tower must be connected to it by a road so that the generals know where to send the sentries. To send sentries to the Tower, click on the 'Man All' button that appears next to the little picture of a Tower on the Military Tab. Sentries will man the Tower, and if the adjacent walls are thick enough, sentries will also patrol the length of the walls.

**GATEHOUSE.** Walls and Towers do an excellent job of keeping invaders away from the city. There are some people, like immigrants and trade caravans, that you'd like to let into the city. To let these people pass through the wall, you need to build a Gatehouse.

To build a Gatehouse, select it from the list that appears when you click the Fortification button. If the Gatehouse isn't facing the correct direction, rotate it by clicking the 'r' key. When you see a green ghost of the Gatehouse, you've chosen a valid spot.



To be effective, you must build walls on both sides of the Gatehouse. Otherwise, invaders and other unsavory villains will just walk around the Gatehouse to get into your city.

### MILITARY WORKSHOPS

Citizens who can afford them will demand the implements of war so that they can be more effective soldiers. Those who can afford to outfit themselves as hoplites will need armor, and those that can afford to outfit themselves as horsemen will need armor and horses.

To make armor, build an Armory by selecting the Military Tab and then clicking on the Military Workshops button. Choose Armory from the list provided. Make sure that the Armory is built along a road.

An Armory needs bronze for its smiths to make armor. It can receive deliveries of bronze from a Foundry or from a Storehouse or trade facility. If you cannot smelt your own bronze, you might be able to acquire some from another city.

Once the Armory has bronze and employees, its smiths begin making armor. When they have finished making a suit of armor, a deliveryman from the Armory brings it to a Storehouse. Make sure that the Armory is connected to the Storehouse by a road. Otherwise, the deliveryman will be stranded and won't be able to get to his destination.

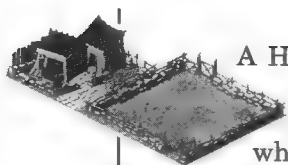
Once the armor is stored in a Storehouse, an Arms Vendor can pick up the good and bring it back to his Agora. Then, the peddler will distribute the armor to any elite households on his route that are requesting it.

Horses are raised on a Horse Ranch. To build a Horse Ranch, select it from the list that appears when you click on the Military Workshops button. Don't forget to build the Horse Ranch along a road.



ARMORY

HEPHAESTUS CAN  
MAKE YOUR ARMORIES  
MORE PRODUCTIVE  
WHEN YOU WORSHIP  
HIM



WHEN POSEIDON  
SANCTIFIES A HORSE  
RANCH, THE HORSES  
THERE MULTIPLY.

A Horse Ranch needs employees to function properly and a supply of wheat to feed the horses. A Horse Ranch can receive wheat directly from a Wheat Farm, or it can receive wheat from a Storehouse. A Horse Ranch can also receive shipments of wheat from a Pier or Trading Post provided that the trading facility is not exporting the good. Horse Ranches do not get wheat directly from Granaries.

Once the Horse Ranch has everything it needs, you will see horses frolicking in the corral. A Horse Trainer from an Agora will go directly to a Horse Ranch to pick up horses. Once he bring the horses back to the Agora, the peddler sells them to those who ask for them.

### MANAGING YOUR MILITARY

"The larger and more prosperous your city grows, the more fighting men it will have. You have a couple of means at your disposal to keep track of all your soldiers and triremes.

"When you click on the Military Tab, you'll see a series of icons. Each of these icons represents one of your companies or triremes. Hold your cursor over an icon to find out the name of the company or trireme it represents. The icons are divided into different groups, according to whether they are mustered and in the city, are abroad, or are standing down in their homes. Click on an icon to center your view on the company's standard or on the trireme.

"You can also call all your men to arms or send them all home using three buttons on the Military Tab. The first button governs your soldiers. If the button reads, 'Call all,' then clicking the button will muster all of your soldiers from their homes provided that their standard is not at the Palace. Click the button again to send them all home.

"Click the second button to tell your trireme crews what to do. When the button reads, 'Crew all,' clicking on it will summon all your ships' crews to their triremes. Click on the button again to send them all home.

"The third button is for the city's Towers. When the button reads, 'Not manning,' clicking it will change the order to manning, and the sentries will take their posts. Click the button again to send the sentries home.

"For even more detailed information regarding your military, click on the Magnifying Glass button. All of the soldiers and triremes you have at your disposal are listed here, including mythological soldiers and troops on loan from other leaders. If a company or trireme is in the city, clicking on its name will center your view on the company's standard or the trireme itself.

"You'll also be able to see what each company or trireme is currently doing. For each company, you'll see one of the following statuses:

**AT HOME.** The soldiers in this company are in their homes, waiting to be called to arms. To call them to arms, click the button.

**STILL.** When a company is still, they have gathered around their standard, but they are not fighting. Clicking the button will send the soldiers home.

**MARCHING.** The soldiers are marching towards their banner. Clicking the button will send the soldiers home. You can only issue this order to your own soldiers, and not soldiers on loan from another leader.





**GOING HOME.** This button appears when your soldiers have begun marching home. Clicking the button will recall them to their standard. You can only issue this order to your own soldiers, not soldiers that have been loaned to you by another leader.

**FLEEING.** These soldiers are too frightened to fight and have retreated to the safety of the Palace.

**FIGHTING.** These soldiers are currently in the thick of battle. Clicking this button will send them home.

**SERVING ABROAD.** You have sent these soldiers to fight elsewhere in Greece.

You'll also see the company's current morale level, along with how many men are in the company.

For triremes, you'll see the following:

**UNMANNED.** The trireme is moored at its wharf, and no marines or oarsmen are on board. Clicking on the button will call the crew to the ship.

**ANCHORED.** The crew is on board the ship, but the trireme is not moving. Clicking on the button will send the crew home.

**SAILING.** The ship is out on the city's waters but is not involved in a battle. Clicking on the button will order the trireme back to the Wharf, and its crew will go home.

**DISSEMBARKING.** The trireme is dropping off its crew so that they can go home. Clicking on the button calls the crew back to the ship.

**RETURNING.** The trireme is making its way back to the Wharf for repairs.

**REPAIRING.** The ship's crew is busy repairing the trireme.

**FIGHTING.** The ship is engaged in battle. Clicking the button will tell the ship retreat from the battle and send its crew home.

**ABROAD.** You have sent the ship abroad to fight elsewhere in Greece.

You'll also see the current condition of the ship's hull.

At the bottom of the panel, you'll see how many soldiers you have in total as well as how many triremes are in the city's navy. If an enemy of some sort is approaching the city, you'll be notified of it here. You'll also see whether or not any of your men are abroad or whether they are making their way back home.

### SEE SECURITY BUTTON

"To see all your military buildings without any other namby-pamby buildings distracting you, click on the See Security Button. Most of the buildings in your city will flatten, and you'll see all your soldiers standing in the field, along with any enemy soldiers that are in the city. You'll also see your Trireme Wharves, Armories, Horse Ranches. Walls, Towers and Gatehouses.

You'll also see how many men each of your elite houses is contributing to the city's forces. You'll also see if the each house has a resident that wants to be a soldier, but lacks equipment. And, if a house has extra armor or horses, this too, will be displayed.

"That's enough jibber-jabber for now," Ares said. "If I don't get up and fight in a battle soon, people are going to start calling me the God That Talks about War instead of the God of War!" Ares stood up, gathered up his weapons and, with a deafening shout, rallied his men around him and left the city.



In the distance, Democrates could see a shimmering, diaphanous figure coming towards him. As the figure approached, birds seemed to sing louder and a general feeling of warmth pervaded Democrates' entire being. It became clear that the figure could be the one, the only Aphrodite, Goddess of the Tender Passions.

"Good morning, sunshine," Aphrodite purred. "It does my eyes good to see you! I've heard a great many thing about your city, Democrates. Why, Ares was telling me just the other night that you have many strong and hardy warriors. I just had to see your city for myself."

Democrates followed the goddess as she walked past the city's industries, through the orchards and farms and to the neighborhoods. "I suppose you have a nice enough city, my dear. It certainly functions the way it should. But it's lacking that certain something . . . a certain *je ne sais quoi*. . . it's lacking *appeal*! Thank your lucky stars that I'm here, Democrates, because if there is one thing I know plenty about, it's how to make something appealing."

## APPEAL

"People like to live in areas of high appeal, and they are willing to pay more taxes for the privilege. An appealing area has attractive baubles for people to look upon, and is also marked by its lack of blemishes. Among the buildings that your people find most *unappealing* are Fisheries, Urchin Quays, Mints, Foundries, Granaries, Horse Ranches, Armories and Trireme Wharves.

"There are many structures whose sole purpose in life is to improve the appeal of the surrounding area. To build one of these structures, begin by clicking on the Aesthetics Tab. The Beautification button and Recreational Area button will always be available to you. A third button, the Commemorative Monuments button, will become available when you have done something noteworthy to earn a Commemorative

Monument. The button will vanish when you have placed all the Commemorative Monuments currently available to you.

None of the structures needs to be built along a road.

### BEAUTIFICATION STRUCTURES

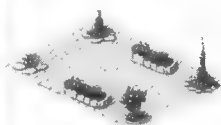
"People find Beautification Structures appealing because they are beautiful to gaze upon. The Beautification Structures are:



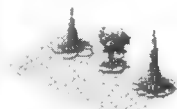
COLUMN



PARK



BOULEVARD



AVENUE

**COLUMN.** The simple but graceful Column stretches toward the sky, almost as if it is reaching for the gods on Olympus. Columns placed adjacent to one another will be joined by an archway. You can choose from three types of columns: the Ionic, Doric and Corinthian.

**PARK.** Cities can be dusty and dirty places. Parks remind people of the beauty of the land. You can build a small Park, or build a larger park by holding down the mouse button and dragging your cursor over a large area.

**BOULEVARD.** The breathtaking Boulevard is a road lined on both sides with beautiful flowers, trees and statuary. You must place a Boulevard directly over an existing road, and make sure that both sides of the road are clear of any buildings or other obstruction. Structures built along a Boulevard will have normal access to the road running down the middle of the Boulevard.

**AVENUE.** Avenues are built in the same manner as Boulevards. The only difference between the two is that the Avenue is lined with beautiful things on only one side.

### RECREATIONAL AREAS

"Recreational Areas are appealing because they provide places for your people to relax and enjoy the great outdoors. Recreational Areas are:

**BENCH.** People like to sit on Benches to engage in one of their favorite pastimes: people watching.

**FLOWER GARDEN.** The city's residents stop to smell the roses in the Flower Garden.

**GAZEBO.** People often take a picnic to the Gazebo to dine in the warmth of the sun.

**HEDGE MAZE.** Who doesn't have fun in a Hedge Maze? People love Hedge Mazes because they allow them to be lost in another world.

**FISH POND.** Fish jump out of the pond to the delight of all!

### COMMEMORATIVE MONUMENTS

"When you achieve something truly significant, you can erect a Commemorative Monument to celebrate your accomplishment. Your people simply adore living close to a Commemorative Monument because it reminds them that their city and their leader are remarkable.

"Commemorative Monuments are granted to the city, either by some of the city's wealthier citizens, or by another leader. They cost you nothing to build. If, however, you choose to demolish one, you will not be allowed to rebuild it. Commemorative Monuments are:

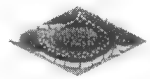
**POPULATION.** You receive this Commemorative Monument for achieving certain population milestones.

**HAPPINESS.** Your people present you with this monument to celebrate their immense satisfaction with you and the city.

**SCHOLAR.** When you win the Pythian or Isthmian Games, this monument is granted to you.



BENCH



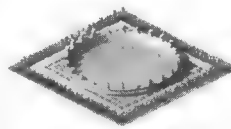
FLOWER GARDEN



GAZEBO



HEDGE MAZE



FISH POND

COMMEMORATIVE  
MONUMENT

**ATHLETE.** Win the Nemean or Olympian games, and you'll also win a Commemorative Monument.

**VICTORY.** When you have dispatched a formidable invader and saved your city, your residents celebrate by giving you a Victory Commemorative Monument.

**CONQUEST.** When another city becomes your vassal, your new subjects will present you with a Conquest Commemorative Monument.

**COLONY.** Build this monument to celebrate the founding of your new satellite city.

**DIPLOMACY.** When a city becomes your ally, its leader presents you with a Diplomacy Commemorative Monument.

**GOD STATUE.** When you have completed a Quest on behalf of a god, the deity gives you a Commemorative Monument. There are two sizes of this monument, but the god will decide which one you will receive.

**HERO.** When a hero vanquishes a monster in your city, you'll be able to build a Hero Commemorative Monument.

All of your city's Commemorative Monuments will be listed on the Control Panel when you click the Aesthetics Tab.

### GAUGING AN AREA'S APPEAL

To gauge an area's appeal, look at the quality of its roads. If the road is dull and dirty, then the appeal of the area is quite low. As the appeal of an area increases, so too does the quality of the road. Areas of the highest appeal have glistening white roads.

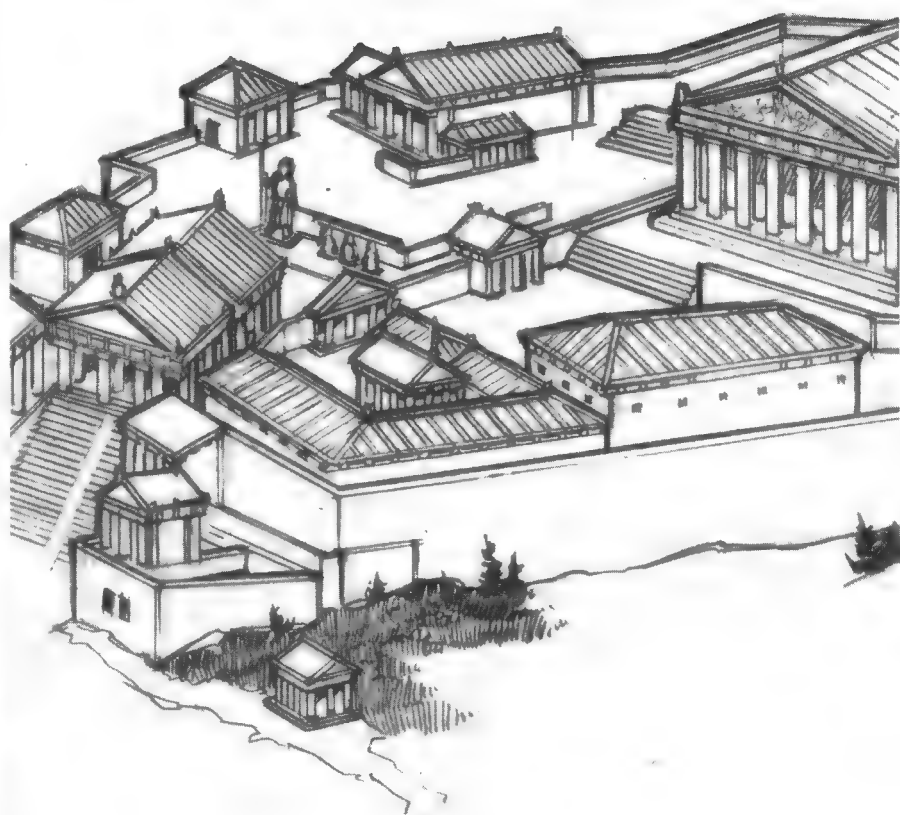
You can also gauge an area's appeal by using the See Appeal button. When you click this button, nearly all of the city's buildings will disappear. The only ones left remaining will be the Aesthetic Structures. The city's housing will be denoted by icons, and the land will be marked with colored squares. The lighter the square, the more appealing the area is.

"Oh, dear!" Aphrodite exclaimed. "I must really be going. Hephaestus will have dinner on the table soon, and he gets upset when I'm late. Plus, I told Ares that I'd drop by later. Ta ta!" With that, the goddess sauntered off.



APHRODITE EXPLAINS THE INS AND OUTS OF APPEAL.





Democrates knew it all now, or at least he thought he did. Everything seemed to be going along just swimmingly. His industries were thriving, his farms were producing copious amounts of food for his people, and his people's minds and bodies were enriched by the cultural institutions in the city. His city was also well-defended by strong warriors and made more appealing by a bevy of aesthetic structures. "What could possibly go wrong?" Democrates thought.

Then, Democrates thought about things some more. He had thriving industries, copious farms, cultural institutions, a strong military — how was he going to keep track of everything? There could be problems in his city right now that he didn't even know about!

"If I couldn't lose hope, you shouldn't lose hope either, Democrates," a soothing voice said. "Just because there is trouble in the world doesn't mean you're going to have any. And anyway, there's nothing wrong with a little trouble every now and then. It makes you feel alive. By the way, I'm Pandora.

"You do have a powerful tool at your disposal to help you keep track of all the different things in your city. This tool is the Overview Tab, which provides you with an update on the goings-on in your city. And, if there is a problem, text will appear in yellow so that it catches your attention. Here are the things that the city update will help you keep track of:

## POPULARITY

"The first thing shown on the city update is how popular you are. I, for one, saw my popularity plummet when I opened up that silly little box the gods gave me.

"Popularity is a measure of what your own people think of you. When your popularity is high, new immigrants will willingly come to the city, eager to live under the umbrella of such a fantastic leader. When your popularity is low, however, residents of

your city start emigrating. Keep in mind that all the things that make you unpopular also cause unrest, so keeping your popularity high has fringe benefits.

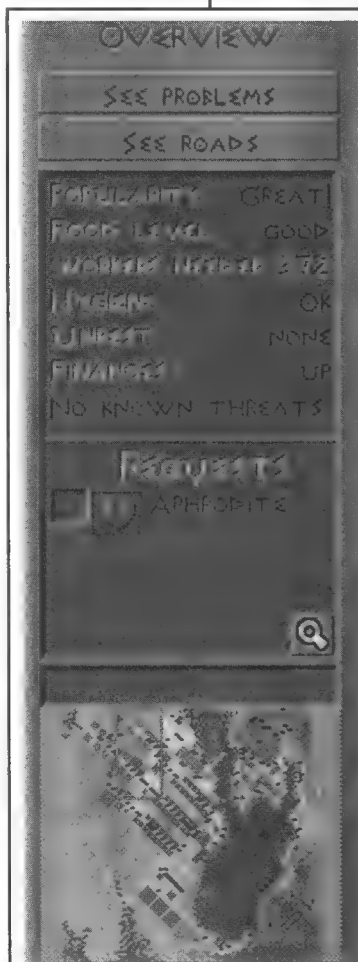
Lots of things affect your popularity. High wages, low taxes and a low rate of unemployment will make you more popular with your people. In addition, well-fed people tend to like you more than hungry people do. Your citizens also don't like to see the city go into debt, mainly because it means that they might not get paid. Lastly, people will become perturbed with you if you call them to arms when there is no actual fighting.

### FOOD LEVEL

"One of the problems I let out of the box was hunger. You can help keep hunger at bay by checking to make sure that the city's food levels are adequate. The food level update takes into account all the usable food stored in your city and compares it to the city's population to see if there is enough food for everyone. If food levels sink too low, people could start to miss meals. Going without food can lead to poor hygiene and plague, and it can also lower your popularity.

### EMPLOYMENT

The city's current employment situation is listed next. If your city is short on workers, the number you need is displayed here. If you have too many workers, the unemployment rate will be displayed. For more on employment, see page 60-61.



**CITY UPDATE.** The city update lets you know if there are any serious problems in the city. Zeus alive! Look at that worker shortage problem! Other than that, things look okay here.

## HYGIENE

The quality of the city's hygiene is listed next. For more information on how to keep your people healthy, see page 84.

## UNREST

If your city has unrest problems, you'll be alerted to it here. For more on unrest, see page 87-88.

## FINANCES

The finance update tells you if you're making more or less money than in the previous year.

## THREATS

The last line in the top half of the city update lets you know if any invaders or monsters are approaching the city.

## REQUESTS AND DEMANDS

Requests come from leaders of other cities, and the requests can be for just about anything. When leaders make requests, they will usually tell you exactly how much of something they need and when they want it.

IF YOU WORSHIP HERMES, HE MIGHT HELP YOU BY FULFILLING AN OUTSTANDING REQUEST AT NO COST TO YOU.

Below the city update, you'll see up to three outstanding requests listed. They are listed in order of their due date, and the one with the earliest due date is listed first. You'll see the name of the city making the request, along with the item that it is requesting. You'll also see how many more months you have to fulfill the request on time. If the request is overdue, the abbreviation 'O.D.' will appear. Complying with requests late is better than never, but if you wait too long, the other leader will withdraw the request completely, and his opinion of you will sink.

Requests for military forces are never marked overdue. Once the battle is over, it's over, and sending soldiers and triremes after the battle is done would serve no purpose.

When you are able to comply with the request, you'll see a green light on the left of the thing being requested. Click on the green light to send the items. If the request was for goods, you'll be asked to confirm that you indeed want to send the goods. If the request is for military forces, a list of all the companies and triremes in your city will appear, along with any other forces



*I WONDER WHAT'S INSIDE THIS BOX?*

you have at your disposal to fulfill requests. Choose which forces you'd like to send to help the requesting city, and click dispatch to fulfill the request. Keep in mind that you cannot send rabble abroad to fight. Also, you can send ground forces to any battle, whether the forces have to take a land route or sea route to get to the battle site. Triremes, however, can only go to battle sites that can be reached by water.

Rival leaders make demands of you rather than request items nicely. Demands from a rival will also be listed, and they will appear in yellow. You comply with a demand in the same manner as you fulfill a request.

If a god has asked you to go on a quest for him or her, the name of the god will be listed here. For more on Quests, see page 124.

#### A CLOSER LOOK AT YOUR CITY

For a more detailed city update, click on the Magnifying Glass button. All of the items addressed in the condensed version of the city update are discussed in more detail. In addition, you'll be provided with information on migration, food production, culture, and mythological happenings. If you have problems in any area, either the reason for your problem or the possible ramifications will be given.

Below the city update, up to eight outstanding requests are listed. For each request, you'll see the item and amount requested, along with the city which needs the item. You'll also whether the city is an ally, vassal, rival, parent or colony. Next to the city name, you'll see how much of the requested item you currently have available, along with how much time you have to respond to the request. If you have missed the deadline, the word 'Overdue' will appear. Remember, complying with a request late is better than never.

If you are able to comply with the request, you'll see a green light beside it. Click on the city's name to dispatch the request. If the request is for military forces,












a panel listing all the soldiers available to you will appear when you click on the city's name. Choose the forces you'd like to send, and click dispatch to send them on their way.

If a god has asked you to undertake a quest, you'll see information about it here. You can fulfill a quest for a god at any time, so no information regarding a time limit will be displayed.

### OTHER TOOLS

There are three other tools you can use to help you manage your city. These tools are:

**SEE PROBLEMS.** The See Problems view is my personal favorite. I like to what I've wrought on the world. When you click on See Problems, you'll see only those buildings or walkers that are not currently working properly or have some other problem. If a building or walker is having a problem, you'll see an icon that indicates what the problem is. The icons you'll see are:

-  The building is about to catch fire.
-  The building is about to collapse.
-  The building doesn't have any workers.
-  The building is only partially staffed.
-  You've shut down this industry
-  The workshop lacks raw materials.
-  The house is about to devolve
-  The house is about to produce an outlaw.
-  The house has become infected with plague.
-  The Sanctuary needs a sacrifice.
-  The deliveryman does not have a valid destination

**SEE ROADS.** Click this button, and you will see your network of roads. Using the See Roads button can help you make sure all your buildings are properly connected to roads.

**OVERVIEW MAP.** The Overview Map gives you an eagle's eye view of your city, almost as if you were Zeus looking down from Olympus. The red rectangle in the center of the map circumscribes your current city view. You can scroll this red box to another part of your land, or you can click on a spot on the Overview Map to view a new location.

To display the Overview Map on *all* tabs, click the Overview Map Tab at the very top of the Control Panel. Click on the Information Tab to view the information instead.

"I hope you find this helpful, Democrates," Pandora said in closing. "With all the information you have at your disposal, handling your problems should be a snap. I bet you'll even be thanking me for my troubles!"





# THE WORLD AND YOU



dysseus, the weary traveller, shuffled into Democrates' city and found the first available bench to sit upon. "Ten years I've been wandering, Democrates, and let me tell you, I've seen some crazy things in that time," he said. "And, as you continue to make a name for yourself in Greece, you're bound to see some crazy things, too."

"By now I'm sure you've gathered that you're not the only leader of a great city in Greece. Already, you've seen that you can trade with other leaders, go to war with them and fulfill their requests. There are a lot of different ways you can interact with your fellow leaders, and each of your actions has ramifications, both good and ill. These leaders have feelings, and they'll remember your actions and how these affected them. Treat another leader and his city well, and he just might remember your kindness in your own time of need. Treat him poorly, and you might find yourself without a friend when you most need one — you might even find yourself under attack."

"In the end, though, we are all just one, big, mostly happy family. Sure, you'll have rivalries and disagreements — what family doesn't? — but ultimately, we are all Greek brothers and sisters . . . well, except the Persians, but you know what I mean."

"While you click on the View Pan-Hellenic World button, I'll make myself comfortable and prepare to tell you all about the world in which you live."

## ▷DIPLOMATIC STATES

"There are several different types of relationships you can have with other cities. These relationships are called diplomatic states. Other leaders will be predisposed to behave in a certain way towards your city depending on their diplomatic state. The diplomatic states are:



VIEW THE PAN-  
HELLENIC WORLD

**ALLY.** An ally regards you as an equal with similar goals. In general, allies are willing to trade with you and help you out if you find yourself in a jam. They will expect you to treat them with respect. How you treat one ally has an effect on how your other allies think of you, too, to some degree. If you treat one of your allies poorly, you could develop a bad reputation among all your allies.

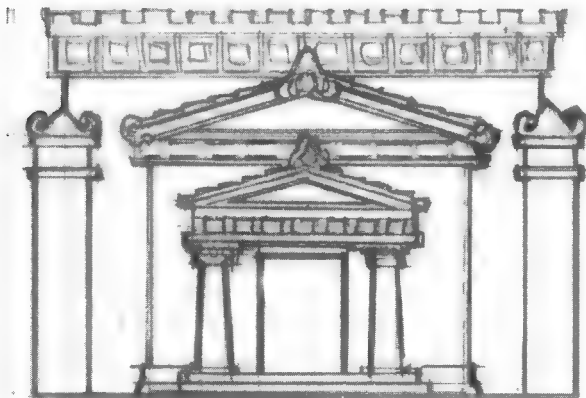
**RIVAL.** You and your rivals are generally at cross-purposes. A rival leader thinks of you as being a competitor and has no interest in furthering any of your causes. Rival leaders refuse to trade with you. The bond among rivals is not as strong as the bond among allies, and the way you treat one rival leader has only a small effect on what your other rivals think of you. If a rival leader attacks and conquers your city, he will expect you to pay regular tribute. You'll be expected to pay tribute until you can break free of your overlord. You can do this by setting forth and conquering his city in return, or by drawing his army back to your city and defeating him on your own soil. You can provoke your rival to attack your city by repeatedly doing things that make him angry, like refusing to pay tribute. Of course, if you fail to defeat your rival after drawing him back to your city, you'll lose the episode.

**VASSAL.** A vassal is a city that you have conquered, or that has sworn fealty to you because of your great accomplishments. You can generally trade with a vassal, and the vassal leader will do what he can to obey your wishes. Regardless of what a vassal leader might think of you or what he has done for you, no one likes to be a vassal. Vassals are constantly assessing your military strength and could rebel if they think they have a chance of defeating you. Vassals talk about you amongst themselves, so if you treat one of them poorly, they will all think less of you.

**COLONY.** Colonies are satellite cities that you have established. The leaders of your colonies know that without you, their cities wouldn't exist, so they generally try to do your bidding. Like vassals, colonies are not above turning on you if they feel that they haven't been treated well, or if they think you are very weak. Colonies talk to each other about you fairly extensively.

**PARENT CITY.** While you are off establishing colonies, one of your governors will run your main, parent city in your absence. How you treat your home city when you are away from it is just as important as when you are in the city itself. If you fail to treat your parent city well when you are establishing a colony, the governor that you've left in charge of the city won't be shy in letting you know. Still, the governor of your parent city will try to comply with your requests out of respect for your position.

"If a city is your colony or parent city, it will always be your colony or parent city. Allies, vassals and rivals, on the other hand, can change their diplomatic states and can attack and conquer each other. These relationships can change as often as Aeolus' winds blow.



### ENCHANTED PLACES AND DISTANT CITIES

"There are a few other types of places in the world. An enchanted place is a magical locale where amazing things happen. You might have to send a hero to an enchanted place to fulfill a Quest or defeat a monster.

Distant cities will engage in trade with you, but will not engage in diplomacy or otherwise interact directly with you. Your relationship with a distant city is strictly business.

### CITY INFORMATION

"You can find out a lot about a city just by looking at it on the World Map. If the city can trade with you, you'll see a path drawn between your city and the other city. The stack of coins next to each city indicates its economic strength. This can be important if you need to ask another city for money — the more coins it has stacked beside it, the more money it will be able to give you if the time comes. The fewer coins it has, the more it might appreciate a gift of money. The shields next to the city show its military strength. This can help you decide which cities you might want to attack.

"The city flying a big square red banner is the city you are currently building and governing personally. If a city is flying a smaller version of your own banner, then the city is your colony or vassal. When you are establishing a colony, the smaller version of your banner will mark your parent city.

"A city flying a small red flag is an ally. Rivals do not fly any flags or banners, so any city flying a flag is one of the good guys.

"If a city is displaying a fiery torch, its citizens are rebelling against you. Only vassals and colonies can rebel.

"To find out all there is to know about another city, click on it. The panel to the right will display all sorts of information.

#### WORLD CONTROL PANEL

"The city information panel answers just about any question you might have about another city and its leader. Consult the city information panel for answers to the following questions:

**JUST WHO IS THIS CITY ANYWAY?** At the top of the panel, the city's name and its diplomatic state is displayed, along with the name of its leader. When you interact with cities, you will, for the most part, be dealing directly with a city's leader.

**WHAT IS THE LEADER'S CURRENT ATTITUDE TOWARDS ME?** "Below the leader's name is a large button that displays the leader's current attitude towards you. A city leader's attitude, along with his city's diplomatic state, determines what sort of things you'll be able to ask of them. Click on the button for advice on what to expect from the city given its current opinion of you.

**HOW DID THINGS GET THIS WAY?** Just below the leader's name is a small open scroll. Click on this scroll to see the history of your interactions with this city. Each action is marked with a 'thumbs up' or 'thumbs down' sign. Items marked with a 'thumbs up' sign served to improve a leader's attitude towards you. Events marked with a 'thumbs down' side sullied your reputation with the leader.

Other significant events in the city's history are also displayed here.

**WHAT DOES THE LEADER WANT?** Below the button that displays a leader's current attitude towards you is a list of the items the leader's city needs and produces. If the city can trade with you,

'needs' are the items it buys from you, and 'produces' are the items it sells to you.

If the city does trade with you, you can issue trade orders by clicking on the Orders button, provided that you have already built the city's trading facility. Clicking the Orders button will display the information panel from the city's trading facility, and you can change the trade orders according to your wishes.

AM I PAYING TRIBUTE TO THIS CITY? IS THIS CITY PAYING TRIBUTE TO ME? Information regarding the tribute you might be paying or receiving from the city is displayed below the list of items the city needs and produces.

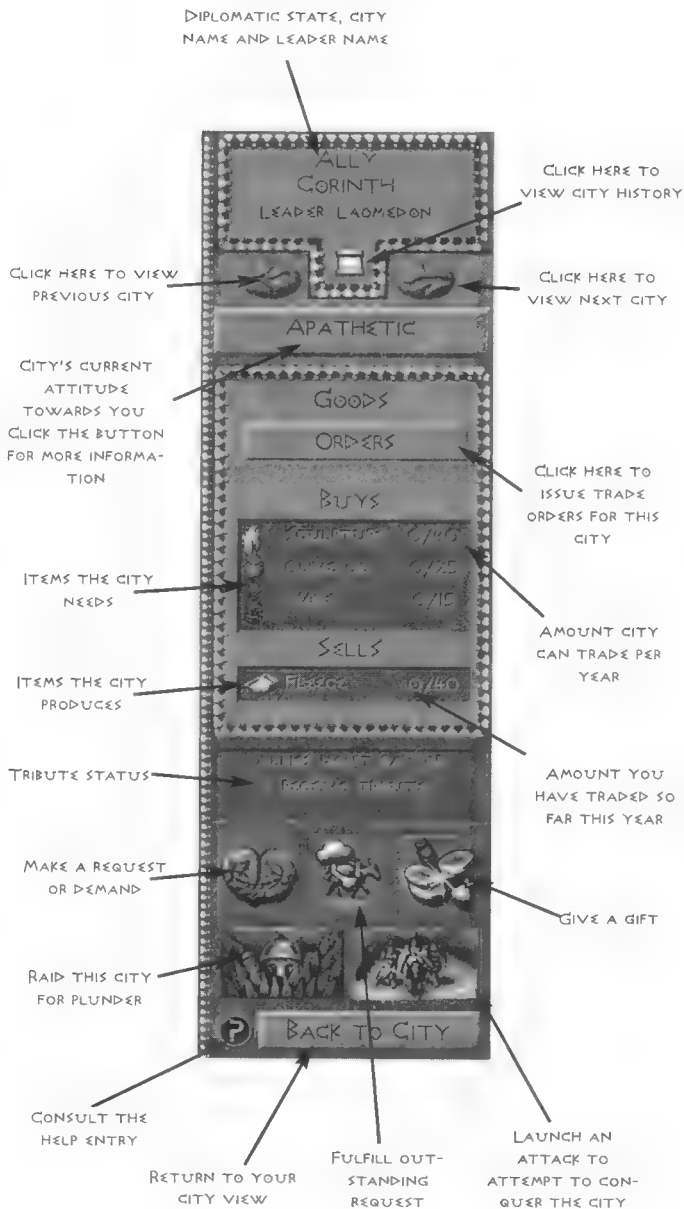
Whether you are collecting or paying tribute, the tribute payment itself is determined by the nature of the conquered city. Vassals and colonies will pay tribute to you every year unless conquered by a rival, or unless the leader becomes so annoyed with you that he suspends tribute payments or even rebels against you. A rival will begin claiming tribute after it has invaded and conquered your city. Your rival will expect you to pay tribute every year, and the consequences for not paying tribute could be devastating. To throw off the burden of having to pay tribute, you'll have to attack and conquer your rival in return. You can also defeat your rival on your own soil, but be careful. If your rival beats you twice, your city will be taken from you and you'll lose the episode.

"To view this information for another city, use the arrow buttons located on the sides of the small scroll.

### YOUR ACTIONS

"Now that you know everything you need to know about another city, it's time to find out what you can do to it.

## THE WORLD CONTROL PANEL





Beneath the city information is a series of buttons that you use to interact with the selected city. The buttons are:



**MAKE REQUEST/MAKE DEMAND.** Depending on your relationship with another city and its leader's current attitude towards you, you can request many different things. If a city is your rival, all niceties are usually thrown out the window. You normally make demands of rival leaders, and they won't feel compelled to give in to any of your demands if you don't have the military might to back it up. If a rival leader's attitude towards you is exceptionally good, however, he will give willingly.

When you click on the Make Request button, a list of all possible requests is displayed. If you cannot make a request for a certain item because the leader's attitude towards you isn't good enough or because the city's diplomatic state doesn't allow you to make the request, that information will be displayed here.

The types of requests you can make, assuming that the city produces the item, are:

**REQUEST FOOD.** You can request food from allies, vassals, colonies and your parent city even if their leaders don't think too highly of you at the moment. In fact, vassals, colonies and your parent city can have a fairly terrible opinion of you, and they will still fulfill a request for food. Though they don't like you, they don't want to see your citizens, their fellow Greeks, go hungry. You can also request food from a rival if he is particularly pleased with you at the moment. If a rival leader has a particularly bad attitude towards you, you can always *demand* food.

**REQUEST GOODS.** An ally, vassal, colony or parent city must be fairly happy with you to be

willing to fulfill requests for goods or money. While food is most likely for your citizens, goods and money could be for your own personal gain, and your ally, vassal, colony or parent city won't be interested in helping you achieve your goals unless you've kept them fairly happy. You'll also be able to request goods from a rival that thinks extremely highly of you. Of course, you can always *demand* goods from a rival if he's not willing to help.

**REQUEST DEFENSIVE AID.** An ally must think very highly of you to risk his own soldiers by sending you soldiers for defensive aid. Your parent city, vassals and colonies will send defensive aid more willingly than an ally. Although you are asking these leaders to risk their own followers' lives, at least its for the defense of your city and the greater good of your own people. Rivals would never send you soldiers for *any* reason.

**REQUEST STRIKE.** You can ask a city to attack another city on your behalf by requesting a strike. Only allies that think the world of you will comply with this request. You must be the apple of your ally's eye for him to be willing to risk his soldiers lives just so you can expand your kingdom. Even leaders of your vassals, colonies and parent city must have an above average opinion of you to comply with this request. A rival will *never* attack another city for you.

If a city leader does not think highly enough of you to listen to one of your requests, click on the history scroll to see which factors contributed to forming his current attitude towards you.

A leader might also not fulfill a request if you have already asked for the item recently. Your last request might have depleted his stock, and he

might not be able to spare any more at the moment.



**FULLFILL OUTSTANDING REQUEST.** Another leader can request pretty much all the same things you can request from him. For more information on fulfilling requests, see page 161.

To fulfill the selected city's outstanding request, click on the Fulfill Outstanding Request button. If the requested item is food, goods or money, you'll be asked to confirm that you that you really want to fulfill the request. If the city requested military forces, a panel listing all the forces available to you will appear when you click the Fulfill Outstanding Request button. You can never send rabble to fulfill an outstanding request. Only well-trained and armed troops have the stamina to make long marches to far away places. Select the forces you want to send by clicking on them, or you can select them all by clicking on the 'Select All' button. Once you've decided which forces to send, click 'Dispatch' to send them on their way.

Keep in mind that while land forces can be sent to any battle, triremes can only be sent to battles that can be reached by water.

Failure to fulfill an outstanding request is not looked upon favorably by any city. If you do not fulfill a leader's outstanding request, expect his opinion of you to fall.



**GIVE GIFT.** Click this button if you want to send a gift to another leader.

Leaders appreciate gifts of items that their cities need more than gifts of items that they don't need. Of course, a gift of cash is always acceptable. And, the larger the size of the gift, the more it is appreciated.

You can't necessarily buy another leader's love, however. The more gifts you give in a short amount of time, the less they will be appreciated. If you give too many gifts, a leader might even refuse one!

For all leaders except rivals, giving a gift to one makes others of the same diplomatic state think more highly of you, too.



**ATTACK.** Click this button to attempt to conquer another city. You can attack rivals and allies at any time, but you can only attack a vassal or colony if it is rebelling against you. Attacking a vassal or colony that isn't rebelling against you would just be overkill. They are already your loyal subjects and attacking them again wouldn't do any good.

When you click the Attack button, a panel listing all of your city's forces is displayed. Select the forces you'd like to attack the city, and click Dispatch. Just keep in mind that you cannot send rabble abroad.

No matter the outcome, attacking another city has some major ramifications on other leaders' opinions of you. The leader of the city you are attacking will of course not think too kindly of you for trying to invade his city. When you attack an ally, your other allies will hate you and not trust you, fearing that they could be next. All your allies will turn their backs on you, and you won't be able to request any items from them or trade with them until time passes or you manage to improve how they feel about you. Your other rivals, however, actually gain respect for you when you attack one of their own. They think that it shows remarkable chutzpah.

If you successfully conquer another city, it becomes your vassal and starts paying you annual tribute, and your soldiers return home as heroes.

If you are defeated in your attempt to conquer an ally or rival, your soldiers will return home, most likely in much fewer numbers than when they left.

If you put down your vassal's or colony's rebellion, normal relations between you and the other city's leader will resume. If you fail to defeat a rebelling colony or vassal, however, the rebellion will continue.



**RAID.** You can raid an ally, rival or rebelling vassal or colony to plunder goods that you need . . . or just want.

When you click the Raid button, a panel listing all of your available military forces appears. Select the forces that you want to send on the raid, but keep in mind that rabble cannot leave the city. Then, choose the item that you want your soldiers to bring back. The items that you can choose are the items that the target city produces.

If your raiding soldiers are successful, they will return home with their heads held high, having bagged the quarry after which you sent them. If the raid is unsuccessful, your soldiers will return as quietly as possible.

No matter what the outcome of the raid, many other cities will react to your actions. If you raid an ally, all allies will hate you for it and refuse to listen to any of your requests until you can find a way to mend their opinions of you. A raid on a rival is met with respect by other rivals. Raiding a rebelling colony or vassal is not well thought of among your other colonies or vassals. They do what they can to fulfill your needs anyway, and do not appreciate you stealing their supplies.

#### MORE ON WHAT OTHERS THINK OF YOU

"City leaders carefully scrutinize all of your actions, and their opinion of you can fluctuate fairly significantly depending on them.

"Leaders with whom you have had a longstanding, good relationship might make a gesture of goodwill. For allies, colonies, vassals and your parent city, this gesture will take the form of a gift.

"Of course, if you have had a long, acrimonious relationship with another leader, not much good will come of it. If this is the case with an ally, he'll stop trading with you until you start treating him better. A colony or vassal will stop paying you tribute, and if you continue not to treat him well, he will rebel against you, stopping trade in addition to discontinuing tribute payments. And, if one of your rivals absolutely deplores you, he might launch an attack on your city.

"That's all you need to know about other cities in the world and you," Odysseus said. "How you treat other cities is entirely up to you, and no one can tell you how you should conduct your affairs. Good luck, and may the gods be kind to you"



And so, Democrates' great adventure came to a close. He had transformed a piece of empty land into a thriving city, and his influence extended far beyond his city's borders. His colonies and vassals looked up to him, and his allies were pleased to have such a powerful person on their side. Even his rivals respected him.

Sometimes vengeful, sometimes friendly, the gods were Democrates' constant companions throughout his journeys. Even those that were against him gained respect for Democrates and his resourcefulness. To this day, Democrates' name is praised throughout Olympus. Because of Democrates' greatness, Zeus has even forgiven Prometheus for giving mortals fire so many years ago. If Democrates is even indirectly the product of Prometheus' theft, Zeus reasoned, then he wishes that Prometheus would have stolen fire earlier.

Heroes, too, feel fortunate to be able to count Democrates among their numbers. His own exploits match those of the greatest hero, and his unflinching bravery in the face of adversity has earned even the great Hercules' awe.

Thank you, most benevolent muse Calliope, for revealing Democrates' story to us. For now, we can all set out and become our own Democrates. We can build our own cities, learn our own lessons from the gods, write our own stories and become legends ourselves.





Ever since a brief bout with insomnia introduced me to Xena: Warrior Princess late one night, I've known it was getting to be time to create a game about the Heroic Age of ancient Greece. One of the biggest challenges facing any game developer is ensuring that the themes, characters, places and things in a game are easily understood, and familiar to players. It is crucial that interaction with the game world be "intuitive," while at the same time the game must provide a fresh and interesting play experience. The Heroic Age of ancient Greece had this to offer, and more. Of course this game would be somewhat historical too, but what's so enjoyable about this setting is that the line between history and mythology, between fact and fantasy, is completely blurred. In fact, there is no line.

In the Greece of this period, every event, every place, every rock was invested with mythological significance. The Greeks of later eras certainly associated the heroes of their past with the earlier Mycenaean civilization, but they made no distinction between history and myth, and to suggest such a thing would have seemed ridiculous to them.

When amateur archaeologist and excavator Heinrich Schliemann discovered the lost city of Troy in the nineteenth century, he did so not with a historical atlas tucked under his arm, but with a copy of Homers' Illiad. Even today, much of what historians and anthropologists know about the activities of the Mycenaeans is drawn from such sources, and not from contemporary histories of the day. Was there a beauty contest between three goddesses? Were Agammemnon, Menelaus, Ajax, Paris and Odysseus real men? Did Ares, Aphrodite and Poseidon walk the earth and participate in the Trojan War? Perhaps not, but why is it so easy for us to believe these things happened?

The culture, mythology and thought of the ancient Greeks so permeates our present society that most of

us don't even notice it. We talk about someone having an "Achilles' heel," the "Midas touch," or making a "Herculean effort," while some law schools teach using the "Socratic method." Perhaps these gods, monsters and heroes have become so basic to our collective imaginations that it doesn't require a great mental leap to believe in their coming to life right before our eyes. And that's what brings us to Zeus: Master of Olympus.

Despite the phenomenal success of our past city-building titles, Caesar III and Pharaoh, we knew that with Zeus: Master of Olympus we needed to make a departure from the realm of pure history, or we would not be doing justice to the ancient Greek setting. It's not that there isn't a wealth of fertile material to be drawn from the manifold contributions made by the Greeks to culture and history, but the antics of the gods, monsters and heroes of Greek legend are so central to what ancient Greece means to most of us, we knew they had to take center stage. And, to make this game really sing, it needed to be a lot less serious than its predecessors, take a bit less time to play, and be much more forgiving on the player.

The player's role in the game world also needed to be dramatically different from what it was in Caesar III or Pharaoh. Ancient Greece never came close to being a single, unified country with a single leader, as were Rome and Egypt. It has been estimated that there were over 1,000 wholly separate and autonomous city-states in the ancient Greek world, each testing its own form of government, and jealously guarding its independence. Some historians consider the fact that ancient Greece was never truly unified to be an indication that Greek political thought was not as advanced as others would like to believe, while some point out that without the intense competition driven by this environment, democracy may never have been born.

In Zeus: Master of Olympus, you won't find yourself taking orders from a king or overlord, or getting in

trouble for deciding that you don't feel like doing what you're told. You are an independent leader, with the money, followers and strength to stand on your own two feet, and you answer to no one -- not even the gods!

It's early September, and now, as I look around at the bleary-eyed, sleep deprived team that has toiled so hard to bring this game together, I think we've achieved everything we set out to do. In fact, now that I think back over the past year, I believe we've been able to accomplish more than we initially set out to do. As a game comes together, it has a way of taking on a life of its own. Before we know it, we're taking orders from the game itself, so to speak, and in this case we have to do what we're told!

I speak for the whole team when I say it is my sincere wish and belief that you'll find a fun, challenging, lighthearted game-play experience in Zeus: Master of Olympus, that your whole family can enjoy for years to come.

Chris Beatrice  
September, 2000

#### NOTES FROM THE ASSISTANT DESIGNER

My involvement with Zeus started with play testing Caesar III a couple of years ago. After playing the game for far more hours than I like to remember, I was quite the expert on it. I took my expertise and became Lead Tester on the next game in the series, Pharaoh. After countless more hours of building cities and coordinating testing, Pharaoh shipped and I was ready for a new project. Our next ancient-civilization city builder needed a testing lead and another designer, and I got both jobs.

My main design task was to take my accumulated city-building expertise, a couple of years of user feedback, and our development team's knowledge of the game engine and find new ways to make an entertaining city building game. Whenever our team came up with a

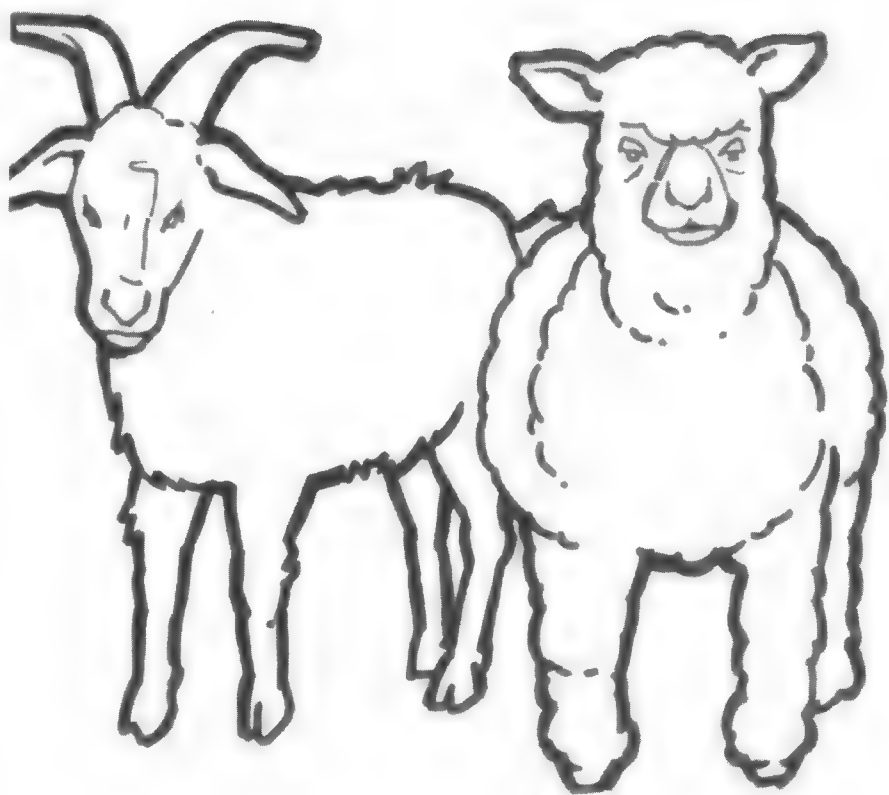
great new idea for Zeus, I was quite often the one who looked for ways to make it a part of Zeus. After a bit of historical and mythological research, I developed a system, revised it a few times, and waited for it to be implemented. Then I got to balance the effects of the system to make sure that it's robust and fun.

In addition to new systems, all of that time playing Caesar III and Pharaoh gave me plenty of ideas on how to make a better city building game, and I had a chance to put many of those ideas into Zeus. It's quite satisfying to be able to redesign things that have been bothering you for hundreds of hours of playing.

Now, the end is getting near. I'm ready to get it done and have some time to play this wonderful game that I helped put together.

Tony Leier  
September, 2000















## APPENDIX I: 'GO TO' BUTTONS

When one of the following buttons appears, click on it to go to the scene of the event:

### HAZARDS, NATURAL DISASTERS AND MISCELLANEOUS PROBLEMS

-  A building has caught fire.
-  An earthquake has fractured the ground
-  A tidal wave has swept over the land
-  A landslide is covering the earth.
-  Lava has flowed over the land.
-  A building has collapsed.
-  The road to Greece is blocked.




### INVASIONS

-  An enemy army invades.
-  A monster attacks.
-  A god attacks.

### HYGIENE

-  A plague has struck.

### ARRIVALS

-  A god arrives.
-  A hero arrives.
-  An army returns.



## APPENDIX Z: KEYBOARD CONTROLS

1	Select Population Tab
2	Select Husbandry Tab
3	Select Industry Tab
4	Select Distribution Tab
5	Select Health/Safety Tab
6	Select Administration Tab
7	Select Culture Tab
8	Select Mythology Tab
9	Select Military Tab
0	Select Aesthetics Tab
-	Select Overview Tab
Ctrl + (F1-F4)	Bookmark a location on your land
F1-F4	Go to bookmark
F5	View game in Windowed Mode
F6	Set resolution to 800x600
F7	Set resolution to 1024x768
Print Screen	Capture a screenshot on the clipboard
P	Pause game. Press P again to restart.
Space	Switch between special view and normal view
Home	Reorient city due North
PgUp	Rotate city counter-clockwise
PgDn	Rotate city clockwise
Arrow keys	Scroll map
Alt-X	Exit Game
Tab	View Overview Map. Press Tab again to view the information area.

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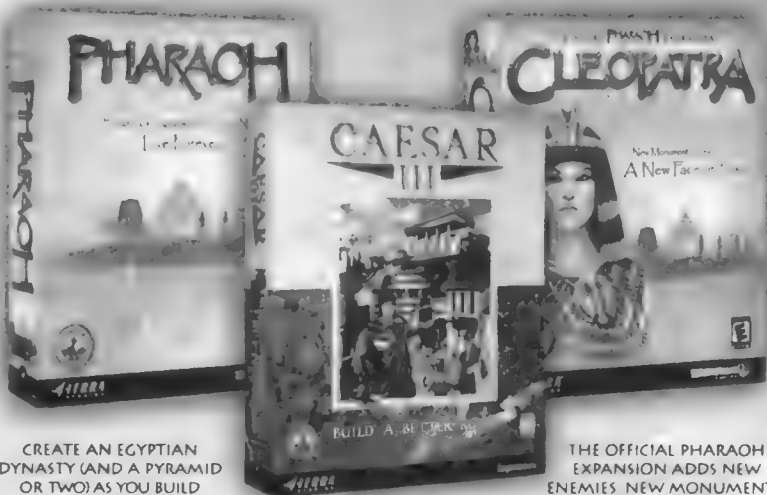
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